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(Sega for the Genesis)
Cheat Menu!
Press A, C, A, C, A, C, A, C, B, B, B, B at the options menu to reveal a super-secret cheat menu!



Mortal Kombat II
(Midway Coin-Op)
Secret Character!
When "Toasty" appears on The Portal stage, hold Down and hit START to fight Smoke in Goro's Lair!



Prize Fighter
(Sega for the Sega CD)
HIDDEN VIDEO CLIP!
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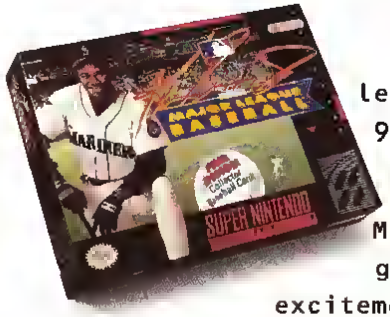
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You're Nothin' but a Dirty Cheat!

Welcome to the first issue of *Tips & Tricks*, a comprehensive guide to the best cheats, codes and strategies for the best games, straight from the editors of *VideoGames* magazine. Our goal: To show you the secret stuff that can be found in every video game. Not just hidden rooms and power-ups, but the *real* inside dirt on your favorite games, often straight from the designers who programmed the code.

The language we use to describe these secrets can seem cryptic to a novice, so here's a helpful glossary of terms:

TIP—A hint to help you with a game.

TRICK—A secret code or button combination used to access a special feature of a game.

EASTER EGG—A hidden message or graphic included by a game's programmer as an "in joke," for fun or for recognition.

BUG—A (usually unintentional) programming flaw that causes an interesting effect.

COMBO—In a fighting game (*Street Fighter II*, *Mortal Kombat*, etc.), a combination of attacks performed in rapid succession that is extremely difficult to block or avoid—*if* the first attack in the sequence connects.

BOSS—The final enemy character in a particular stage in an action game or RPG. Usually large, mean and difficult to defeat!

Button names and directions on the D-pad are listed in **boldface**. Super NES owners: Don't confuse the **L** and **R** buttons on top of the controller with the **Left** and **Right** directions on the D-pad.

We hope you enjoy this premiere issue of *Tips & Tricks*! Save it as a reference book for future gaming needs; at last, a one-stop source for reliable codes and cheats, indexed by game system and spelled out accurately and thoroughly.

Remember, it's up to you to use these hot tips responsibly. Don't let the information in these pages spoil your game; rather, look for secret stuff on games you're absolutely stuck on or have already beaten. This way, you'll know you're getting the most for your gaming dollar!

—Chris Bieniek
Executive Editor

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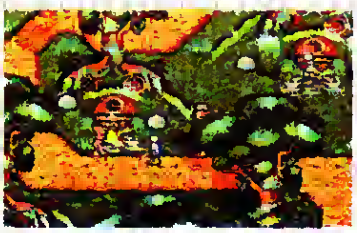
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A TIP FROM JALECO JOE

I began playing video games over a decade ago. A decade doesn't seem like a long time, but in the information age that we're in, technology increases exponentially. Anyway, I first fell in love with video games when I saw my first *Pac-Man* machine. The arcade—if you could call it that—was an old store in a strip mall, and the room had only two games in it: *Pac-Man* and a *Pac-Man*-like game called *Targ*. From the time I put in my first quarter, I knew that I was born during a great time to be alive.

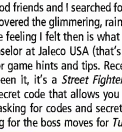
When I first heard about the wondrous Atari 2600, I couldn't wait to get one. I washed dishes for three months to buy my first Atari system. I played days, I played nights, I even faked sick a few times to stay home and play. But one of the best days of my gaming life was the Christmas morning I woke up to find a special game under the tree. That game was Atari's *Adventure*.

By this time, I had my Atari set up in my room with a little black and white TV on my headboard so that I could play in bed. I played that game for months without getting sick of it. I remember hearing about an "Easter egg" in the game that would let you see the programmer's name. My neighborhood friends and I searched for a few days before finding it. When we found the black dot and uncovered the glimmering, rainbow-colored "Warren Robinett," I really was on the next level. The feeling I felt then is what got me where I am today.

Now I'm the game counselor at Jaleco USA (that's JAL-eh-co, not Ja-LEE-co.) I'm the one you talk to when you call for game hints and tips. Recently, we released a game called *Tuff E Nuff*. In case you haven't seen it, it's a *Street Fighter*-type game, like a million others that poured out—and it has a secret code that allows you to play as the "boss" characters. I get quite a few calls each day asking for codes and secret moves of all types. A few weeks ago, Nintendo called us up asking for the boss moves for *Tuff E Nuff*...and that's when Warren Robinett came back to haunt me.

CLAY FIGHTER BOSS CODE?

I have found a way to play as the boss in Interplay's *Clay Fighter* for the Super NES. First, play a one-player game at any difficulty level, any speed. When you reach the final battle with "N. Boss," lose the fight and don't press any buttons during the "continue" countdown. When the game returns to the title screen, select the "VS" mode. The selected character for Player 2 will be N. Boss. Now you can press any button on Controller 2 to play as the boss!



—F.L.
Orlando, Florida

Great find, F.L.—this trick works like a charm. It seems a bit like a programming "bug," though; it's hard to believe that the programmers intentionally made it so easy to choose to play as N. Boss this way. We asked our contacts at Interplay if there is a different way to choose N. Boss as a playable character, and they weren't talking—except to say that there may be other secrets in Clay Fighter *that have yet to be found. Keep digging, and if you find any other killer tips, send 'em our way!*

It's frustrating to grow up loving games and end up having to answer the phone every day to talk to people who don't really love a game, but love to brag about secrets. When I'm playing a game I love, the worst moment is when I finish it—then I realize the game is over and I have to find another good game to play. It's like the sadness we felt here in the Chicago area when Michael Jordan retired from basketball. We loved him, win or lose, and we miss him now that he's gone.

My point is this: When secrets and codes were first put into video games, they were called "Easter eggs" for a reason. Most of the fun was *finding* them. For a real gamer, nothing can be more satisfying than finding an Easter egg before anyone else. Now, because I test games as well as answer questions about them, it's my job to do that...and I love every minute of it. But when I find secrets, I find them for two reasons: First, for me! Second, to make sure that they're well hidden for *you*. I don't find them so that I can tell anyone who rents the game and expects everything *right now*.

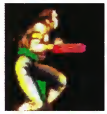
I implore the gaming community and all the kids and kids at heart: Learn to enjoy the game, not the end. It's what makes games worthwhile. I'll still tell you secrets and codes when you call (if I know them, that is,) but know that every time I give out a secret, I'm disappointed in the gamer who called and asked for it.

—Joe Sislow
Game Counselor & Product Development
Jaleco USA
Wheeling, Illinois

P.S. For all of you who joined me in enjoying *Adventure*: Warren Robinett now researches virtual reality at UNC Chapel Hill.

SFII TURBO: VEGA'S GLOWING CLAW

While experimenting with Capcom's *Street Fighter II Turbo* on the Super NES, I found something strange in the character profiles that appear during the introduction sequence. Everybody knows that if you hold the L and R buttons on top of the controller when a character profile appears, the screen will cycle through all of the characters one at a time; well, I discovered that if you hold the L and R buttons and wait until Vega's profile appears for the *second* time, his claw will be flashing red! What could this mean?



—Austin Schlosser
Neptune, New Jersey

We're wondering the same thing, Austin. It doesn't appear to have any effect on the game play—that is, it's not as if you get a super-powered Vega after you do the trick—but it sure is interesting to see. Maybe one of our readers can use this information to find other secrets in SFII Turbo....

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Secret Warps!

There are two secret "warps" in Tradewest's Genesis version of *Battletoads/Double Dragon;* these can be accessed through the Character Select screen.

• For the Super Warp, press **B, A, Down, C, A, Down** at the Character Select screen. Pick a character, and you'll be sent to the Super Warp screen to choose a starting level through Stage 5-2. You'll also start the game with five lives instead of three.

• For the Mega Warp, press **Down, Up, Up, Down, C, A, B** at the Character Select screen. Pick a character, and you'll be sent to the Mega Warp screen to choose a starting level all the way through Stage 7. You'll also start the game with ten lives instead of three.

These secret warps won't allow you to see the game's "true" ending; when you finish the game, the Dark Queen accuses you of cheating and suggests that you try to beat the game without the warps!



Enter one of the secret warp cheats at the Character Select screen.



Press **B, A, Down, C, A, Down** for the Super Warp.



Press **Down, Up, Up, Down, C, A, B** for the Mega Warp.



Start at any stage with extra lives in reserve!

Super Cheats!



There are some great cheats in Codemasters' Genesis version of *Micro Machines*; each one can be activated by pressing **START** to pause the game and entering a special code.

• Press **B, Down, C, Down, Up, Down, Left, Down** while the game is paused to earn infinite lives.

• Press **Up, Down, A, B, Left, Right, C** while paused for a faster vehicle; you'll notice a higher top speed.

• Press **Left, Right, Left, Right, Up, Down, START, Down** while paused for a higher difficulty level.

•Press **Left, Down, Up, Down, Right, Down, A, Down** while paused for a **much** higher difficulty level!

• Press **A, Up, B, Down, C, Left, START, Right** while paused for extra traction/better handling.

• Press **C, Up, Left, Right, A, B, A, C** while paused to give you extra crash power. When you crash into another car you'll send it halfway across the screen!



Enter our fabulous cheats after pressing **START** to pause the game.



You can give yourself a much faster vehicle....



...or infinite lives in the Challenge mode.



Try the "extra crash power" cheat to knock 'em out of your way!



Top-Secret Cheats!

TecMagik's Genesis version of *Pink Goes to Hollywood* has plenty of super-cool cheats! Check 'em out:

First, plug in two controllers. Hold **A** and **C** on Controller 1 and **B** on Controller 2, then turn the Genesis on. If you hear a crashing sound after the TecMagik logo fades out, the cheat is in place.

Start the game, then press **START** to pause. While the game is paused, you can press **A** on Controller 1 to refill your health meter, **B** on Controller 1 to become invincible or **C** on Controller 1 to bring up a stage-select menu! Here's a breakdown of where the numbers in the stage-select menu will take you:

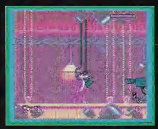
00—Honey, I Shrunk the Pink!
01—Cat on a Hot Pink Roof
02—Pinkinstein
03—Pink Ranger
04—Pink Lemonade
05—Pink Beard
06—Polter Pink (lower)
07—RESET
08—Jungle Pink
09—Pinkin Hood
10—Refrigerator
11—Stuffing Battle
12—RESET
13—RESET
14—Sound Stage/Polter Pink
15—Sound Stage/Pink Ranger
16—Sound Stage/Pink Beard
17—Sound Stage/Jungle Pink
18—Sound Stage/Cat on a Hot Pink Roof
19—Sound Stage/Pinkin Hood
20—RESET
21—Polter Pink (upper)
22—Winning screens
23—Game Over!



Hold **A+C** on Controller 1 and **B** on Controller 2, then turn the Genesis on—listen for the crash!



Press **A** while paused to refill your health meter.



Press **B** while paused to become invincible.



Press **C** while paused for a stage-select menu!



Walk Through Walls!

Here's an interesting bug that allows you to walk through almost any wall in U.S. Gold's *Flashback*. Please note that this trick might kill you or crash the game, since there are a lot of walls in the game with no graphic data on the other side—the results tend to be unpredictable, but it's fun to play with.

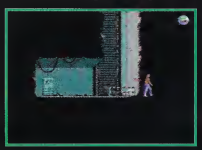
Walk up to a wall in any stage of the game. Turn away from the wall, then hold the **A** button and point the directional pad away from the wall. The instant you see Conrad start to run, *quickly* release the **A** button and point him back at the wall. He should be able to walk right through it!



Hold **A** and point the D-pad away from the wall.



Quickly release **A** and point the D-pad in the opposite direction.



You'll walk right through the wall!



Super Cheat Code!

Here's a great cheat that will help you to pick apart Arena's Genesis version of *Mortal Kombat* and discover all of its secrets! At the "**Game Start/Options**" screen, spell the word "DULLARD" with the controller by pressing the following buttons: **Down, Up, Left, Left, A, Right, Down.** A top-secret third menu item called "**Cheat Enabled**" will appear!

Now, highlight this new option and press **START**; you'll get a hidden configuration menu that gives you the power to seriously modify the game! Here's a complete, detailed explanation of all of the available options:

FIGHTER 1/FIGHTER 2: These settings control which player(s) will be seen in the "Demo" mode (see below).

PLAN BASE: When playing through the game in one-player mode, you fight your opponents in a predetermined order. "Plan Base" allows you to change the order by choosing from four different paths to the top; you can also select a "Random" setting which simply chooses one of the four paths at random. Use the "Demo" option described below to see the exact order you've chosen.

CHOP-CHOP: Allows you to choose which material you'll be shattering in the block-breaking bonus round; this only works when you enter the bonus stage from this cheat menu by choosing "Chop-Chop" under the "Demo" option.

1PLAY CHOP/2PLAY CHOP: These numbers determine the frequency with which the Bonus Stage appears during the game. Choose "1" to make the bonus stage appear after every battle or "6" to stall it for six battles. "0" disables the bonus stages entirely.

DEMO: This option will show you different sequences from the game; just pick a scene and press the **A** button to view it. "Cameo" shows you the demo biography of the character selected under "Fighter 1" above, and "Biography 1/Biography 2" shows you the ending sequence for that same character.

"Battle Plan" shows the order in which you'll fight the rest of the characters (see "Plan Base"), and "Medal" shows the pre-fight screen with the two characters selected in "Fighter 1/Fighter 2" above. "Chop-Chop" sends you directly to the bonus stage with the selected characters thrashing the material chosen under the "Chop-Chop" option.

FLAG0: Turn this flag "On" to start each battle with player two in "Danger" mode, i.e. one hit and they're dead! Please note that this does not affect the second fighter in each of the Endurance matches, nor does it work in the first round of a fight against Goro. Also, if you use FLAG4 to get *Mortal Kombat*'s "secret character" Reptile to appear at the start of each round (see below), the "Danger" mode will not be activated until the second round of each battle.

FLAG1: Like FLAG0, turn this "On" to start each battle with player *one* in "Danger" mode.

FLAG 2: Turn on FLAG2 and you'll always have a silhouette flying in front of the moon on The Pit stage, a requirement that would otherwise prevent you from finding Reptile.

FLAG 3: Activating this flag gives you some really *weird* silhouettes flying in front of the moon on The Pit stage. One is the head of Fergus McGovern, Managing Director of Probe Software Ltd. (developer of the Genesis version of *Mortal Kombat*), and the other is the three initials of the top-ranked player on the high score table.

FLAG 4: Causes the secret Reptile character to appear at the beginning of every single battle. He'll drop down from the sky and give you a clue on how to find him, just like in version 4.0 of the arcade game.

FLAG 5: Use FLAG5 to activate a "free play" option, i.e. your credits won't be decreased when you lose a battle.

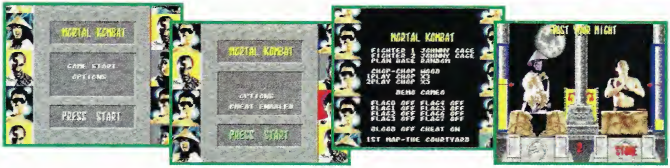
FLAG 6: Turn this flag "On" and computer-controlled opponents will perform fatality moves when they beat you!

FLAG 7: This flag "locks in" the background at the Palace Gates stage all the way up to the third Endurance match; you'll fight every opponent in the same place up to that point. This effectively nullifies the final option, "1st Map" (see below).

BLOOD ON: Turn "On" the blood effects and arcade fatality moves! This has the same effect as entering the "blood code" (**A, B, A, C, A, B, B**) at the "codes of honor" screen.

CHEAT ON: Turn this "Off" to deactivate all of the flags simultaneously; otherwise, leave it in the default "On" position.

1ST MAP: Use this to select the starting scenario or background. If you choose to start at The Pit, you will *always* get a silhouette flying in front of the moon, which makes it extremely easy for Reptile fans to reach *Mortal Kombat*'s secret character!

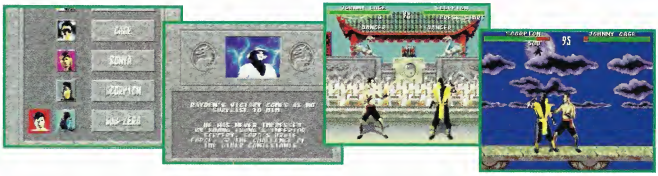


Press **Down**, **Up**, **Left**, **Left**, **A**, **Right**, **Down**.

A "**Cheat Activated**" option will appear.

You've found the secret cheat menu!

Practice the bonus stage with any type of block.



Change the order of your opponents!

See the ending biography of any character!

Use **FLAG0**/**FLAG1** to start each round in "Danger".

FLAG2 guarantees a silhouette on The Pit.



Get some deranged silhouettes with **FLAG3**!

FLAG4 gives you Reptile hints on every stage.

Get infinite credits (free play) with FLAG5!

The computer does fatalities when FLAG6 is on.



Use FLAG0 and FLAG2 to reach Reptile easily.

With a quick "Double Flawless" and a fatality....

...you're at the bottom of the pit!

Use FLAG6 to see one of Reptile's fatalities!

Here's the other one!



Stage Skip!

To skip to the end of any stage in Disney's Aladdin from Sega/Virgin, simply press START, then press **A, B, B, A, A, B, B, A.** You'll hear a chime, and you'll be sent to the end of the current stage! You can use this tip to warp through the entire game!



Press A, B, B, A, A, B, B, A while the game is paused.



You'll warp to the end of the current stage!



Use this trick to see all of the game's levels!

Secret Cheat Menu!

Choose "Options" at the title screen in Disney's Aladdin, then press **A, C, A, C, A, C, A, C, B, B, B, B** at the options menu. You'll hear the word "Yeah!" and you'll be sent to programmer David Perry's cheat screen, complete with memory and address information! Press **B** to change the available options. Become invincible, start at any stage or view the map!



Press A, C, A, C, A, C, A, C, B, B, B, B.



Yeah! It's *Disney's Aladdin* programmer David Perry!



Behold: The secret cheat menu.



Turn "Cheat Mode" on to become invincible.



Start the game at any stage.



"Freezeability" changes the way the game's pause feature works.



"Map View Mode" lets you move through walls and floors.

LOOK YOUR ENEMY STRAIGHT IN HIS EYE

THE PIRATES OF DARK WATER

Created by David Kirschner



SEGA

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99 Continues!

To earn extra credits in Konami's arcade-based showdown, choose **"OPTIONS"** from the title screen and set the **"SOUND"** to **"OE"**, then press **A** to listen to the sound. Next, choose **"EXIT"** to return to the title screen and start the game. At the **"SELECT YOUR PLAYER"** screen, pick a character and press **A**; then, when your character looks up, *quickly* press the **A**, **B** and **C** buttons at the same time and release them. If you've done this trick correctly, you'll start the game with **99 credits** in reserve!



Set the **"SOUND"** to **"OE"**, then press **A**.



Next, choose a character and press **A**.



Quickly press **A+B+C** and release.



Start the game; when you get killed...

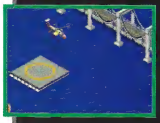


You'll see that you have 99 credits in reserve!



Super Cheat Passwords!

Any magazine can print lame passwords to the latest games. Why bother? Anyone can get the same codes just by playing through the game. Our top-secret passwords for Electronic Arts' *Jungle Strike* will allow you to do much more than simple stage-skipping: These codes will start you at any mission with **ten lives** and *all* of the co-pilots rescued!



RXVWT74S6KB
Campaign 2



9WT7NL6MHBV
Campaign 3



X7NL4SHPG94
Campaign 4



VL4S6MGCZVH
Campaign 5



WS6MHPZJFTZ
Campaign 6



TMHPGCFDVN3
Campaign 7



7PGCZJYK34X
Campaign 8



NCZJFD3BRG7
Campaign 9



Infinite Shuriken

Like its predecessor, *The Revenge of Shinobi*, Sega's *Shinobi III* has a cheat that allows you to get infinite shuriken weapons. Just visit the "**Options**" menu and change the "**S.E.**" (sound effect) setting to "**Shurikin**" [sic]. Next, move up to the "**Shurikins**" [sic] setting and change it to read "**00**". Wait a few seconds, and the double-zero will turn into an **infinity symbol**. Presto—infinite shuriken!



Choose "**Shurikin**" in the sound test.



Next, change "**Shurikins**" to "**00**" and wait.



After a few seconds, you'll get infinite shuriken!



Use 'em to slay your enemies from a distance.

Invincibility Code!

Choose "**Options**" from the title screen and highlight the "**Music**" option. Choose the tune called "**HE RUNS**" and press **B** to listen to it, then play "**JAPONESQUE**", "**SHINOBI WALK**", "**SAKURA**" and "**GETUFU**" the same way. If you pressed **B** at each song and played them in the correct order, you should have heard a brief tone when you hit **B** at the last tune; this signals that the invincibility code is in place. Now start the game, and you won't take damage from anything!

Choose the "**Music**" test and press **B** to hear "**HE RUNS**"....

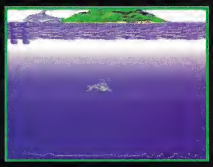
Also press **B** to hear "**JAPONESQUE**", "**SHINOBI WALK**", "**SAKURA**" and "**GETUFU**".

This makes you completely invincible through the whole game!

Super Cheat Menu!

To access a hidden cheat menu in Sega's Ecco the Dolphin cartridge, start the game and move Ecco left and right. Press **START** to pause the game while Ecco is moving—you have to catch him while he's facing you. Next, press **Right, B, C, B, C, Down, C, Up.** A top-secret menu will appear on the screen, offering such options as stage select, sound test, message test, invincibility and more!





Press **Right, B, C, B, C, Down, C, Up** while Ecco is paused in this position.



You'll get a hidden option menu!



Hear the tunes, get invincibility, pick any stage!

A Behind The Scenes Look At SUNSOFT'S

BUGS BUNNY RABBIT RAMPAGE





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SUPER NINTENDO

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Tips & Tricks

by Zach Meston

Why can't everyone in this video-game industry be as cool as Brian Colin of Game Refuge Inc.? After a single phone call in which I meekly introduced myself and proclaimed my love for his games (*Arch Rivals*, *Pigskin 621 A.D.*, *Rampage* and, of course, *General Chaos*), Brian faxed me the strategies you see on these two pages—then he sent me a killer T-shirt. A very refreshing change of pace from the PR weasels I usually have to deal with, lemme tell ya. But I digress. Read on, and soak up Brian's groovy tips, including the never-before-revealed Secret Mode!

GENERAL CHAOS

(Electronic Arts for the Genesis)



GENERAL (CHAOS) STRATEGIES



SPREAD OUT:

A tightly packed group is easier to surround, easier to aim at and, worst of all, can be wiped out in a single explosion!

LET THE SMOKE CLEAR:

A soldier who is constantly being ordered to use his weapon doesn't always care who he's shooting at! Remember to ease up on the **A** (Fire) Button occasionally to let your men survey the battlefield and select more appropriate targets.

TO RUN OR NOT TO RUN:

There is absolutely nothing wrong with pulling all of your guys out of a bad situation to regroup and catch your breath, provided you don't do it too often! ("A well-positioned, battle-ready soldier is nothing less than a killing machine...a soldier on the run is nothing more than a target.")

BROKEN-FIELD RUNNING:

Your men have been trained to head straight for their target "**X**" Area as quickly as possible, no matter what stands in their way. However, in certain situations, this blind devotion to duty can spell disaster. When treacherous terrain calls for that extra measure of control, you can guide a soldier to his destination every step of the way! Place the cursor near the soldier you want to move and press and hold the **B** (Send) Button while moving the cursor along the desired route to the destination. The soldier will run along the path indicated by the cursor.



THE "HIT AND RUN" RULE:

When you're outnumbered and down to your last man, don't hang your head in shame; some of the most satisfying victories stem from turning the tables! Move your soldier into range, fire, and run like heck until you're safely out of your opponent's range. (Don't let blood lust sway your judgment. If you hang out for too long near a fallen enemy in the hopes of plugging him again, odds are that you'll be down before he gets up!)



BE UNPREDICTABLE:

During close combat, if a soldier realizes that his opponent is merely repeating the same type of attack over and over again, he may become so disgusted that he will simply pull out his revolver and put a stop to it.

COMMANDOS:

For those times when the prospect of calling the shots for an entire squad of berserk, ultraviolent maniacs threatens to overwhelm you, you might consider the more traditional, and less nerve-racking, Commandos. Though usually outnumbered, the Commandos can be more than a match for any opponent, especially in areas where dangerous terrain makes precision movement a must.



DON'T PANIC:
When everything hits the fan, resist the temptation to screw your eyes shut, hurl yourself under the coffee table and/or flail at the controls like an hysterical pianist performing "The Flight of the Bumblebee."

SOLDIER-SPECIFIC STRATEGIES

GUNNERS: A Gunner is at his best when working with other Gunners. Enemies who get surrounded by two or more Gunners seldom live to talk about it.



LAUNCHERS: Launchers prefer open areas well out of enemy territory. If you can position a launcher so that he cuts a path across the battlefield, you've cut your opponent's play area in half!

CHUCKERS: Chuckers should try to get into "chucking distance" as soon as possible. The center of the battlefield is usually a particularly deadly vantage point.



SCORCHERS: Most effective when they get up close and personal; a scorcher in a high-traffic area can often wipe out an entire squad in a matter of moments. Unfortunately, excessive dampness may render the flamethrowers inoperative, so extreme caution is advised around swamps, lakes and rivers.

BLASTERS: The Blasters' awesome destructive power makes them ideally suited for the job of quickly destroying Special Objectives, which means more points, which, in turn, means more Medics.



SECRET MODE



You must have two controllers hooked up to enter *General Chaos*' Secret Mode. First, press **START** to pause the game during play (Reality Check). Press and hold buttons **A** and **B** on the **Chaos (Player 1) Controller** and **C** on the **Havoc (Player 2) Controller** at the same time. A faint bubbling sound will tell you that you are now in the game's Secret Mode! You may now advance to the next battle, advance to the next war or max out your Medics.



MAXIMUM MEDICS: On the Chaos Controller, press buttons **A** and **C**, while on the Havoc Controller, press Button **B** and hold the directional pad **Down**.

BATTLE ADVANCE: On the Chaos Controller, press buttons **A** and **C** and hold the directional pad **Up**, while on the Havoc Controller, press Button **B**.

FULL-SCALE WAR ADVANCE: On the Chaos Controller, press buttons **A** and **C** and hold the directional pad **Down**, while on the Havoc Controller, press Button **B**. Note that the above tricks give the victories and/or Medics to the Chaos Army. To benefit Havoc's guys, simply perform the Chaos Controller actions on the Havoc Controller and vice versa.

ORIGINAL ART BY BRIAN COLIN
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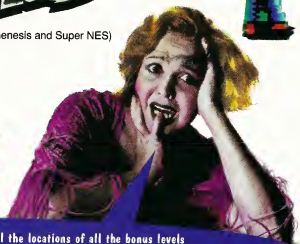
TIPS & TRICKS

ZOMBIES ATE MY NEIGHBORS

by Zach Meston

(Konami for the Genesis and Super NES)





Man, I am good! Not only does this guide reveal the locations of all the bonus levels in Konami's brilliant *Gauntlet*-ish game, but it also gives you great strategies and passwords for both versions. (Massive ego? *Moi*? Nahhh.) Mucho thanks to Camela Boswell at LucasArts and Marlyse Cohen at Konami for their help.

Watch out! Everything from jelly blobs to mushroom men to evil little dolls (who like to hack people into tiny bits with axes) will try to get you. You'll even run across yourself—don't think they won't be something funny. You'll have to waste forever it takes to kill them. The ancient artifact works great on mummies, the soda cans work well against evil dolls and you'll have to use your bazooka to kill any chainsaw maniacs you come across. Stuff like zombies, mushroom men, martians are pretty easy to get rid of. Here's what you're up against:

THE ENEMIES



ZOMBIES

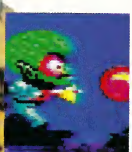




MUSHROOM MEN



LITTLE SPIDERS



MARTIANS



FOOTBALL PLAYERS



PLA



JELLY B



MMY THE EVIL DOLL



STANLEY DECKER, THE CHAINSAW MANIAC



WEREWOLF



MUMMY







VLAD THE BELMONT VAMPIRE



GILLMAN OF THE BLUE LAGOON



GIANT ANTS



THE "ELUSIVE" DR. TONGUE



THE MARTIAN'S SPACESHIP



BIG BAD BABY











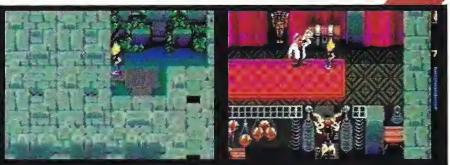
...BUT DON'T LET THIS HAPPEN TO YOU!



LEVEL 4

CHAINSAW HEDGEMAZE MAYHEM

If the Maniacs (and you) destroy enough hedges, you get a **Massive Destruction Bonus** at the end of the level. You can get this bonus in any level with lots of hedges or walls to smash to bits.



LEVEL 7

DR. TONGUE'S CASTLE OF TERROR

There are three doors in the upper-right corner (and a Monster Potion behind the left door). Smash through the right door and walk into the right wall to enter a secret passage. Walk through the passage into the grassy area, then walk against the left wall to find another secret passage. Walk all the way to the left to find an area with a mad scientist, a Frankenstein monster and several items, including a **1-up**.



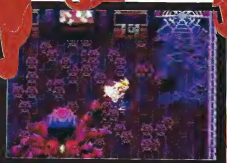




LEVEL 12

MARS NEEDS CHEERLEADERS

You can find three **Footballs** on this level—pick them up and throw them at the **football players**. Make ten passes to score a **Pass Completion Bonus**. You can also destroy the **UFO** by throwing Soda Cans into the hatch that opens and closes. Blow up the UFO to score an **Alien Invasion Repulsed Bonus**.



LEVEL 36

MONSTER PHOBIA

This was originally the last level of the game, but LucasArts went back later and added another 12 (very hard) levels after this one. That's why it's so tough! When you reach the **Giant Spider**, use all of your Pandora's Boxes, then switch to the Artifact weapon. Walk right into the spider and hold down the button to keep using the Artifacts. You won't be hurt by the spider, but you'll hurt it. When the spider moves away from you, wiggle the control pad to get through the sticky spider webs on the floor. When your Artifacts run out, switch to the Weed-Eater.



LEVEL 41

MARTIANS GO HOME!

There's a **1-up** on the far right side of the level. Walk into the building in the lower-right corner. Go into the bathroom and blow through the crack in the wall, then walk upward to find the 1-up.



LEVEL 45

DANGER IN PICNIC PARK

There's a hedge near the middle of the level with a **1-up** inside. It's the hedge with a wall on the right side.



LEVEL 46

DAY OF THE CHAINSAW

One of the **Skeleton Keys** you need to finish the level is hidden inside the hedge at the top of the level.



LEVEL 48

CURSE OF THE MONSTER

There's a hidden **1-up** in the lower-left corner of the Frankenstein room. Get it, then head for the giant spider at the top of the level. You need three Skeleton Keys to open the doors. Walk into the secret passage below the third door to find something helpful. After you defeat the Giant Spider, it turns into a huge floating head. Run into the "safe spot" in the upper-right corner and attack the head from there. Destroy it to win the game.

BONUS LEVELS

There are seven bonus levels hidden in the game, but only six of them are real bonus levels. The seventh "bonus level" is the Credit Level, which you get to play after finishing the game. All of the bonus levels have helpful items, and most of them have super-spiffy 1-ups that you really, really want.



LEVEL 1

ZOMBIE PANIC:

The Secret Bonus item is hidden in the **hedge** at the top of the level, but you need a Bazooka to blow it open, and there aren't any Bazookas lying around. You just have to hope that a Bazooka appears when you open one of the two dressers on this level. If you don't get one, reset the game and try again (and again and again). The bonus level (Day of the Tentacle) features Purple Tentacles from another LucasArts game, *Maniac Mansion*.



LEVEL 17

OFFICE OF THE DOOMED:

The Secret Bonus item is in the upper-right corner of the level, behind a **spider web**. You need a Bazooka (or to be the Monster) to get through the web. The bonus level (Someplace Very Warm) has a **1-up** in the upper-right corner.



LEVEL 9

TOXIC TERRORS:

The Secret Bonus item is hidden in the **hedge** at the top of the level. Like in Level 1, you need a Bazooka to get it. The bonus level (Mushroom Man) has a **1-up** in the upper-right corner.



LEVEL 22

REVENGE OF DR. TONGUE:

The Secret Bonus item is behind a **skull door**, but there don't seem to be any skeleton keys on this level. Use your Weed-Eater to chop down the **spitting ferns** and you'll find a Skeleton Key under one of them. Now, to find the Secret Bonus, find the room with **Frankenstein** walking around. Go into the secret passage at the bottom of the room and follow it to the skull door. The bonus level (The Son of Dr. Tongue) has a "victim" worth 10,000 points when you rescue him.



LEVEL 12

MARS NEEDS CHEERLEADERS:

Getting the Secret Bonus is tough! Firstly, you have to make it to this level with **all ten victims**. Secondly, you have to **rescue** all ten victims in this level. Miss even one and you won't get the bonus. If you succeed, you get a **Ten Cheerleader Bonus** *and* the Secret Bonus. The bonus level (Mars vs. The Cheerleaders) is a mazey level with plenty of locked doors and keys.



LEVEL 33

FISH AND CRYPTS:

The Secret Bonus item is in the **upper-left corner**. Walk all the way to the upper-left, then walk right and jump into the water. Swim to the right and take the item. The bonus level (Curse of the Pharaohs) has a **1-up** and Monster Potion, but both are behind spider webs that you need to blast or punch through.

PASSWORDS

Since the passwords don't keep track of the weapons you have, they're almost useless. Just who the heck at LucasArts came up with this cruel idea?! Anyway, here are the magic words, for all the *good* they'll do you!

Genesis

Level 5: QYZT
Level 9: SBRZ
Level 13: RCFL
Level 17: PMLJ
Level 21: CQBP
Level 25: ZLND
Level 25 Bonus Password (10 victims): RLNW
Level 29: ZNKL
Level 33: NDHD
Level 37: ZKVX
Level 41: ZZPJ
Level 45: PNYK
Credit Level: QSDZ

Super NES

Level 5: XHRS
Level 9: NBGW
Level 13: BFCB
Level 17: FKYQ



Level 21: DXBR
Level 25: PYLQ
Level 25 Bonus Password (10 victims): GYLM
Level 29: YLZD
Level 33: LJQJ
Level 37: FZVM
Level 41: FRPJ
Level 45: BLHR
Credit Level: XWJR3

STELLAR-FIRE

Stage Select!

To start on any stage in this Dynamix sci-fi shooter, go to the Start Game/Difficulty menu and highlight the word **"Normal"**. Next, press **A** to cycle through the different difficulty settings and hold the **A** button down when you get back to the Normal setting. While holding **A**, press and hold **C** and **START**; then, while continuing to hold those three buttons—with the word **"Normal"** still on the screen—press **Up** on the D-pad. You'll hear a chime to indicate that you've skipped a stage; continue to press **Up** to skip as many stages as you wish. (Two chimes will start you at the third stage, three chimes will start you at the fourth stage, and so on.) Next, choose "Start Game" to play the selected stage!



With the word **"Normal"** on the screen, hold **A+C +START** and press **Up**.



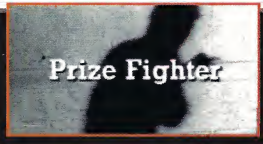
Each chime indicates a skipped stage!



Press **Up six** times to start at the final stage: Arctura, home planet of the Draxon.



Press **Up seven** times to watch the ending sequence, with cool morphing effects of the designers' faces!



Hidden Video Scenes!

Digital Pictures continues to delight Sega CD owners with hidden video clips; this one's a real treat because it's a full three minutes long and it's in color! (Aside from the footage in this Easter egg sequence, the full-motion video in Sega's *Prize Fighter* is in black and white.) To watch it, simply press and hold **A**, **B**, **C** and **Right** at the Options menu—you must press the buttons in that specific order and continue to hold each button down until the hidden sequence begins.



Press and hold **A, B, C, Right**.



You'll see documentary footage about the making of the game!



The full sequence is just over three minutes long....



...and — unlike the rest of the game — it's in color!

Rapid-Fire Mode

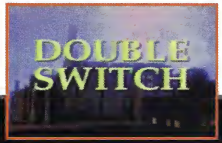
Enter the option menu in this Sega/Capcom CD-ROM beat-'em-up and highlight the word **"EXIT"** at the bottom of the screen. Next, press and hold **A**, **B** and **Right**, and press **START** while you're holding those three buttons down. Begin the game, and you'll find that all of your action buttons have been equipped with **rapid-fire**, even on a standard controller! This makes it easier to attack your enemies with super-fast punches and throws!



Hold **A, B** and **Right**, then press **START**.



Rapid-fire attacks are yours!



Hidden Video Clip



Press **Left**, **A**, **Up**, **Right**, **A** during the "Game Over" sequence to watch a hidden blooper clip!

Digital Pictures (the creators of *Ground Zero Texas*, *Night Trap* and *Prize Fighter*, among other lovely Sega CD games) love to put hidden video clips into their games, and Sega's *Double Switch* is no exception. Getting to see the clip is going to take some work, though!

First, you have to play through the game until you reach **Act III**—much easier written than done. Once you've made it to Act III, sit back and intentionally lose the game by letting the Power Box get turned off, or by letting Eddie capture the girls. When you lose, the screen goes dim and the "Game Over" video clip starts to play. Quickly press **Left**, **A**, **Up**, **Right** and **A** on Controller 1 before the clip ends. (This code spells the name "**Laura**," which is not so coincidentally the name of one of the characters in *Double Switch*.) The normal "game over" clip disappears, and the hidden clip starts playing. Watch and listen as Lyle the Handyman chews you out, then ad-libs a comment that Digital Pictures wisely chose to bleep out (although you can easily read his lips). We double-dog-dare you not to laugh out loud!



Passwords!

Since it's so hard to write them down, we're giving you photos of the passwords from Psygnosis' *Microcosm*. Enjoy!



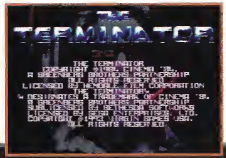
The Lung



The Brain



The Heart



Secret Options Menu!

To uncover a hidden option menu in Virgin's Sega CD version of *The Terminator*, hold the D-pad to the **Right** at the Start Game/Options screen, then press **B**, **C**, **B**, **B**. Release the D-pad, and the cursor will change from an arrow into a square. Press **START** and you'll find the secret menu, which allows you to equip yourself with three different types of guns, up to nine extra lives and up to 98 bombs!



Hold **Right**, press **B**, **C**, **B**, **B** and release.



Press **START** to find the hidden option menu.



Start the game with more lives, more bombs and a more powerful gun!



Secret Demo Mode!

Play the Time Attack mode in Sega's *Sonic CD* until your total time is less than **37'27"57**. When you achieve this goal, go back to the title screen—you'll find a new selection on the menu called "**D.A. GARDEN**." It's a visual sound test—you can move the globe around the screen with the joy-pad as the game's characters fly across the foreground. Press **A** to choose a tune to listen to, press **B** to change the direction of the globe's rotation (hold **B** to make it spin faster) or hold **C** to zoom in—release **C** and hold it again to zoom out.

Note: If you've previously qualified for the D.A. GARDEN and you find that it doesn't appear as a menu item on the title screen when you turn the machine on, just select the Time Attack menu to "remind" the game that you're one of the elite; when you return to the title screen, it should be there.



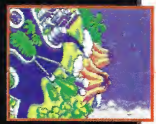
Work to cut your total time below **37'27"57**.



You can choose the "**D.A. GARDEN**" at the main menu!



Listen to Spencer Nilsen's CD soundtrack....



...while you rotate and zoom in on the scenery!

Bonus Round Time Attack!

This one's a bit tougher. If you can get your total time below **30'21"05** in the Time Attack mode, you'll be able to access a new set of challenges by pressing **Left** on the control pad while the Time Attack menu is on the screen. Now you can race in the "**Special Zone**" bonus rounds! You can go for the fastest times if you like, but the cool thing about this trick is that it allows you to take your time and have fun playing the bonus rounds—unlike the standard game, which hurries you through the Special Zones with a strict time limit.



With a total time that's under **30'21"05**....



...Press **LEFT** for a new set of Time Attack challenges!



You can race through all of the bonus stages!

Visual Mode!

The most difficult Time Attack trick of all requires you to get your total time below **25'46"12**. Once you've cut your time down this far, you'll find a "**VISUAL MODE**" option on the title-screen menu—it allows you to watch the game's opening sequence, both the "bad" and "good" endings and a unique "Pencil Test" demo!



Get your Time Attack total below **25'46"12**.



Now you'll be able to select the "**VISUAL MODE**."



Check out this cool menu screen!



Watch either of the game's ending scenes....



...or check out the "Pencil Test" demo!



Sound/Music Test!

To access a full audio debug menu, press **Down**, **Down**, **Down**, **Left**, **Right**, **A** while the title screen is flashing the words "PRESS START." You'll move to a hidden Sound Test menu, with options for listening to sound effects ("FM"), digitized samples ("PCM") or digital audio tracks straight from the CD ("DA"). This is the best resource for listening to composer Spencer Nilsen's *Sonic CD* soundtrack, especially if you're interested in recording the tunes for the tape player in your car!



Press **Down, Down, Down, Left, Right, A.**



The hidden Sound Test menu appears!

Secret Bonus Round!



Set all three numbers at **"07"** and press **START**.



You'll get this special message.



Play the Secret Special Stage!

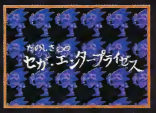
Using the Sound Test as described above, set all three menu items at **"07"** and press the **START** button. A message will appear that says "WELCOME TO SECRET SPECIAL STAGE," introducing you to a special bonus round with a huge Dr. Robotnik looming in the background! Beat this stage and you'll get a condensed credit screen that's different from the credits you'll see when you beat the game.

Hidden Screens

In addition to the Secret Special Stage, the Sound Test menu in *Sonic CD* is the key to finding several strange graphic screens on the disc. Enter the numbers shown in our photos for different graphic displays!



Enter **46, 12, 25** and press **START**.



"Infinite fun: Sega Enterprises—Picture of Evil Man."



Enter **42, 04, 21** and press **START**.



Check out this creepy humanoid Sonic!



Enter **44, 11, 09** and press **START**.



Anata wa nihongo o hanashimasu ka?



Enter **42, 03, 01** and press **START**.



It's MC Sonic, "The Fastest DJ!"



Debug Mode!



Enter the numbers **40**, **12** and **11**, then press **START**.



When you see this picture of Tails, you'll know the Debug Mode is in place.



Start a new game, then use the **A**, **B** and **C** buttons to pick objects and place them on the screen!

At the Sound Test menu, set up the numbers as follows: **FM No. 40, PCM No. 12, DA No. 11**. Press **START** and you'll get a cool-looking screen with Tails standing next to a race car; then, when you return to the title screen, start a new game and the Debug Mode will be in place. Press **B** to change Sonic into a different object—while he's changed, press **A** to pick a different object or **C** to place the object on the screen.

Stage Select!



Press **Up**, **Down**, **Down**, **Left**, **Right**, **B**.



You'll get the secret stage-select menu!



Play any stage except for the bonus rounds.

To play any stage in *Sonic CD*, enter the following code while the words "PRESS START" are flashing on the title screen: **Up**, **Down**, **Down**, **Left**, **Right**, **B**. You'll be sent to a "Stage Select" menu with full access to nearly all of the game's levels, including the "past," "present" and both "future" versions of each stage! You can't start a game from any stage with this trick—since you'll be sent back to the game's title screen as soon as you clear a stage—but you can use it to see the whole game and check out a few of the demo scenes.

Title-Screen Tricks!

Here's a strange trick that allows you to play with the graphics on the *Sonic CD* title screen. While the words "PRESS START" are flashing on the screen, hold the **A** button and press **Up**, **Down**, **Down**, **Down**, **Down**, **Up**. You'll hear a chime to indicate that the code is in place.

Now grab **controller two** and start pressing the buttons to see what happens! Hold **Left** to zoom out, **Right** to zoom in, **Up** to tilt the horizon toward you and **Down** to tilt the horizon away from you. You can also press **A** or **C** to rotate the clouds clockwise or counterclockwise, respectively; holding the **B** button speeds up the movement.



Hold the **A** button and press **Up**, **Down**, **Down**, **Down**, **Down**, **Up**.

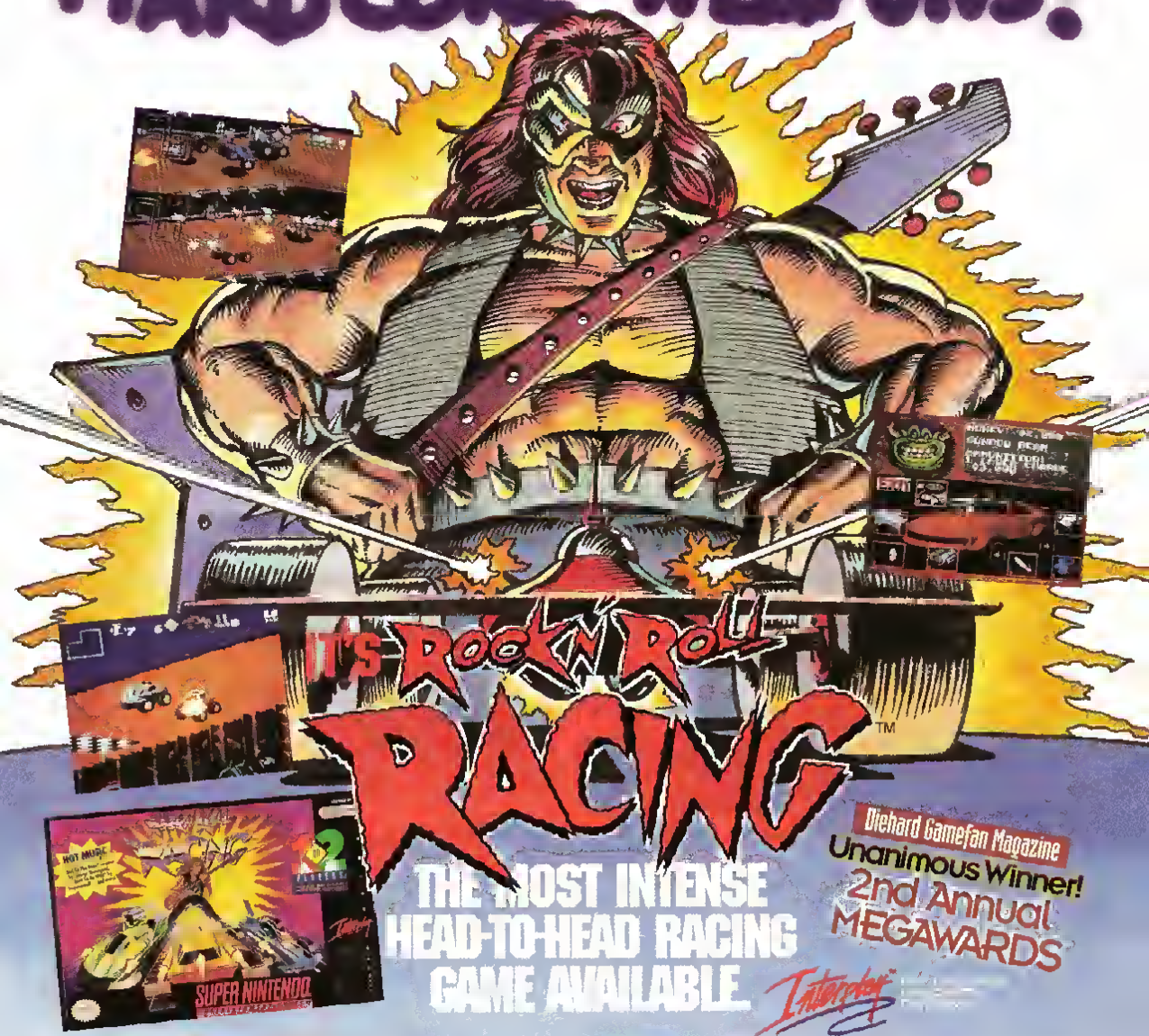


Use **controller two** to change the cloud patterns.



Zoom in or out, tilt, rotate or change speed!

FAST CARS!
LOUD MUSIC!
HARDCORE WEAPONS!



by Zach Meston

Strategy

DOUBLE Switch

(Sega for the Sega CD)

***Double Switch* is best described as *Night Trap* on steroids, with more complicated game-play, very impressive full-motion video, and excellent acting—even from Corey "I Was Nicole Eggert's Boy Toy" Haim. It's also way harder than *Night Trap*, hence this spiffy strategy guide. Major-league thanks to Sam Mikelich for his crucial help in putting this list together. He's the only person I know who digs games from Digital Pictures even more than me!**

Basic Strategies

• The *Double Switch* manual fibs when it says that the appearance of baddies is totally random. Every time you play the game, the room that a bad guy appears in doesn't change, just the bad guy himself (or herself). For example, every time you play Act II, a bad guy shows up on the Alex-Cam, then the Grad-Cam, and so on. The bad guy that appears in each room varies, but the order of appearance is always the same.

• Keep the sound effects on. They're very important in helping you know when thugs are breaking in through windows or opening doors into rooms.

• The trap you use to catch a bad guy depends on which room he enters and where he enters it from. For example, if a thug breaks into Alex's room through the window, use the Window trap to nail him.





Evil Babe

How To Use The Timelines

Because there's no time clock in *Double Switch*, we had to get creative to come up with a way to tell you where and when things happen in the game. We've come up with what we think is the best possible technique, although it requires a bit of work on your part. You have keep track of how many enemies have appeared in the game by adding up the number of enemies caught and escaped. Then you use that number to refer to our timelines for each Act. Here are the three categories on the timelines:



Alex-Cam

• **ENEMIES** indicates the total number of enemies, both caught and escaped, when something happens. This isn't the exact number, just a (very close) estimate. If you see three exclamation points (!!!) after the number, you have to switch to the next major event immediately after you've done whatever you need to do in the current room.
• **CAMERA** tells you which camera to switch to. Make sure to switch to the camera ahead of time so you don't miss something crucial. If an event is going to happen when the number of enemies reaches 50, for example, you should probably switch to the camera at 49 enemies just to be safe.
• **EVENT** is a description of what happens in the room. "RANDOM ENEMY" is just that—a random bad guy that you have to trap. Other events include various scenes between the characters and watching new traps get activated.

Here's an example of a timeline listing:

ENEMIES	CAMERA	EVENT
4	Storage-Cam	Use the Power Box trap to avoid shutdown.

When the total number of caught and escaped enemies reaches 4, start keeping an eye on the Storage room. When you see a yellow dot in the Storage room, switch to the Storage-Cam and get ready to spring the Power Box trap on the thug. Are you feeling a little confused? Don't worry about it. It'll make plenty of sense once you start playing the game and reading along. Just expect to make a few mistakes along the way!

Act 1

A total of 30 enemies appear in this first Act, and if you're good, you should be able to trap about 20 of them. (Our personal record is 21.)

ENEMIES	CAMERA	EVENT
0	Alex-Cam	Alex tells you to stick around while she looks around outside her room. When she runs back into the room, trap the gangster with the Fireplace trap.
0	Storage-Cam	Lyle does, like, handyman stuff or something. Huh-huh, huh-huh.
—	Grads-Cam	RANDOM ENEMY
—	Band-Cam	RANDOM ENEMY
2	Brutus-Cam	Brutus chews you out for "scoping" him.
3	Lobby-Cam	Laura and Phoebe arrive at the Edward Arms and get their package from Elizabeth. (The Statue of Isix is inside.)
3	Band-Cam	Jeff and the Scream rehearse.
—	Alex-Cam	RANDOM ENEMY
4	Storage-Cam	Use the Power Box trap to avoid shutdown.
5	Grads-Cam	Laura and Phoebe talk about the Statue of Isix and look up information about it on their computer.
—	Brutus-Cam	RANDOM ENEMY
—	Lobby-Cam	RANDOM ENEMY
8	Brutus-Cam	Watch for the 1st code number to appear.
—	Alex-Cam	RANDOM ENEMY
—	Band-Cam	RANDOM ENEMY
10	Storage-Cam	Brutus confronts the picture-snapping Alex. Do not trap Brutus with the Punch trap.





Act I

continued

ENEMIES	CAMERA	EVENT
11	Lobby-Cam	The gangsters bribe Elizabeth into telling them Brutus's room number. You can trap one of the gangsters with the Column trap.
11	Brutus-Cam	Use the Punch trap to nail Lyle.
11	Band-Cam	Jeff wanders in and out of the room.
13	Band Cam	Do not trap Jeff, who puts on a goofy disguise.
—	Grads-Cam	RANDOM ENEMY
15	Alex-Cam	Alex asks you to do something about Brutus.
—	Storage-Cam	RANDOM ENEMY
17 (!!!)	Grads-Cam	Watch for the 2nd code number to appear.
—	Brutus-Cam	RANDOM ENEMY
—	Alex-Cam	RANDOM ENEMY
18	Band-Cam	Watch for the 3rd code number to appear.
—	Band-Cam	RANDOM ENEMY
22	Storage-Cam	Use the Power Box trap to avoid shutdown.
—	Lobby-Cam	RANDOM ENEMY
23	Grads-Cam	Do not trap Jeff, who scares Laura and Phoebe with the aforementioned goofy disguise.
24	Brutus-Cam	Use the Punch trap to knock Luigi's gun out of his hand when he pulls it on Brutus. (Watch this entire scene to hear Brutus shout a very funn line as he chases a gangster out of the room.)
24	Storage-Cam	Elizabeth and Lyle talk dirty. You can trap Lyle with the Punch trap when Elizabeth pushes him onto it.
—	Grads-Cam	RANDOM ENEMY
—	Band-Cam	RANDOM ENEMY
27	Alex-Cam	Watch for the 4th code number to appear.





Lyle

“Let’s talk dirty.”











Act II



Do not trap Lyle the Handyman in Act II! Instead, let him wander around the Edward Arms and activate new traps for you. You have to be in the room and watching when Lyle activates the trap (with a twist of his handy screwdriver) so that it appears on the Trap Control Panel. Otherwise, the trap won't be activated, and you'll lose the game later on.

Several times in Act II, the mummy tries to trap the tenants. Select the trap that the mummy is trying to use and keep pressing B to disarm it. When the trap stops clicking, you can stop disarming it and get ready to trap the mummy. (Most of the time—but not always—you use the same trap that the mummy was trying to use.)

ENEMIES	CAMERA	EVENT
30	Storage-Cam	Eddie encounters Lyle and makes it obvious that he doesn't like Lyle one bit.
—	Alex-Cam	RANDOM ENEMY
—	Grads-Cam	RANDOM ENEMY
—	Band-Cam	RANDOM ENEMY
—	Lobby-Cam	RANDOM ENEMY
—	Basement-Cam	RANDOM ENEMY
35	Lobby-Cam	Elizabeth encounters the Society of the Scroll and Key.
—	Brutus-Cam	RANDOM ENEMY
—	Alex-Cam	RANDOM ENEMY
—	Band-Cam	RANDOM ENEMY
38	Lobby-Cam	Jeff and Phoebe come out of the elevator with the Statue of Isix and are chased back into it by the Society members. You can trap one of the members with the Column trap.
—	Grads-Cam	RANDOM ENEMY
39	Alex-Cam	Eddie finds out about Alex's story on the Edward Arms and runs off with her notes. You can trap Eddie with the Fireplace trap.
—	Brutus-Cam	RANDOM ENEMY
—	Band-Cam	RANDOM ENEMY
—	Storage-Cam	RANDOM ENEMY
—	Lobby-Cam	RANDOM ENEMY
—	Brutus-Cam	RANDOM ENEMY
46	Storage-Cam	Use the Power Box trap to avoid shutdown.
46	Grads-Cam	Laura and Jeff panic while Phoebe does her toenails.
—	Band-Cam	RANDOM ENEMY
—	Alex-Cam	RANDOM ENEMY
49	Basement-Cam	Alex checks out Eddie's computer setup and smiles lovingly at you. Sigh....
49	Brutus-Cam	Watch Lyle as he activates the Basket trap.
49	Lobby-Cam	Sammy Hamlin (a record executive at the Edward Arms to audition Jeff) walks through the lobby and Elizabeth mentions that she's a singer. (This is an in-joke; Deborah Harry, the actress playing Elizabeth, was the lead singer of the rock group Blondie.)
—	Storage-Cam	RANDOM ENEMY
—	Alex-Cam	RANDOM ENEMY
—	Grads-Cam	RANDOM ENEMY
53	Band-Cam	Jeff and the Scream get ready to rock.
—	Lobby-Cam	RANDOM ENEMY
55	Grads-Cam	Phoebe calls for help and learns that Public Enemy was right; 911 is a joke.
—	Basement-Cam	RANDOM ENEMY
—	Storage-Cam	RANDOM ENEMY
—	Alex-Cam	RANDOM ENEMY
57 (!!!)	Grads-Cam	Watch Lyle as he activates the Hands trap.



Act II — continued

ENEMIES	CAMERA	EVENT
58	Band-Cam	Use the Lamp trap to save Sammy Hamlin, the record executive auditioning Jeff and the Scream.
—	Lobby-Cam	RANDOM ENEMY
—	Brutus-Cam	RANDOM ENEMY
—	Storage-Cam	RANDOM ENEMY
62	Alex-Cam	Alex records her thoughts on Eddie's mundo bizarro traps.
63	Alex-Cam	Use the Window trap to save Alex.
—	Grads-Cam	RANDOM ENEMY
—	Brutus-Cam	RANDOM ENEMY
—	Lobby-Cam	RANDOM ENEMY
—	Basement-Cam	RANDOM ENEMY
66	Basement-Cam	Do not trap Lyle as he walks into the Basement.
66	Grads-Cam	Keep disarming the Coffin trap, then arm and use the Hands trap to trap the mummy.
—	Alex-Cam	RANDOM ENEMY
70	Basement-Cam	Watch Lyle as he installs the Conveyor trap.
—	Band-Cam	RANDOM ENEMY
—	Lobby-Cam	RANDOM ENEMY
—	Storage-Cam	RANDOM ENEMY
—	Grads-Cam	RANDOM ENEMY
—	Alex-Cam	RANDOM ENEMY
74	Brutus-Cam	Brutus finds the mummy.
75 (!!!)	Band-Cam	Watch Lyle as he installs the Cage trap.
—	Basement-Cam	RANDOM ENEMY
76	Brutus-Cam	Keep disarming the Basket trap, then arm and use the Basket to trap the mummy. (The Band-Cam and Brutus-Cam events might be switched so that you have to trap the mummy first, then watch Lyle install the new trap. If a red dot appears in Brutus's room before Lyle appears in Jeff's room, go to the Brutus-Cam first.)



Phoebe & Lyle



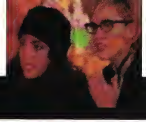
Bad guy and Alex

"911 is a joke..."

Phoebe & the Mummy

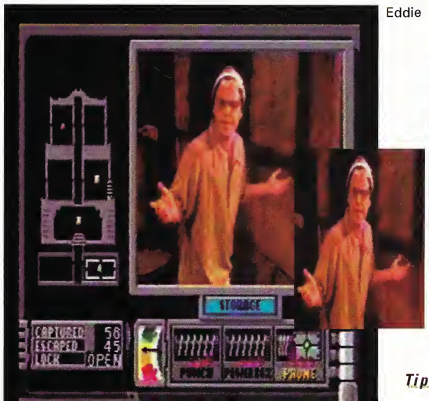






Act II

ENEMIES	CAMERA	EVENT
—	Lobby-Cam	RANDOM ENEMY
—	Alex-Cam	RANDOM ENEMY
—	Grads-Cam	RANDOM ENEMY
—	Lobby-Cam	RANDOM ENEMY
—	Band-Cam	RANDOM ENEMY
81	Basement-Cam	Use the Elevator trap to avoid shutdown.
—	Brutus-Cam	RANDOM ENEMY
85	Alex-Cam	Do not trap Lyle as he walks into Alex's room.
—	Lobby-Cam	RANDOM ENEMY
—	Storage-Cam	RANDOM ENEMY
—	Grads-Cam	RANDOM ENEMY
88 (!!!)	Band-Cam	Keep disarming the Cage trap, then arm and use the Cage trap to trap the mummy.
88	Alex-Cam	Watch Lyle as he installs the Chair trap. (The Band-Cam and Alex-Cam events might be switched so that you have to watch Lyle install the new trap, then trap the mummy.)
—	Brutus-Cam	RANDOM ENEMY
—	Basement-Cam	RANDOM ENEMY
—	Lobby-Cam	RANDOM ENEMY
—	Grads-Cam	RANDOM ENEMY
—	Brutus-Cam	RANDOM ENEMY
—	Lobby-Cam	RANDOM ENEMY
—	Alex-Cam	RANDOM ENEMY
96 (!!!)	Storage-Cam	Watch Lyle as he installs the Phone Box trap.
97	Basement-Cam	Use the Conveyor trap to trap Eddie.
—	Band-Cam	RANDOM ENEMY
—	Lobby-Cam	RANDOM ENEMY
—	Brutus-Cam	RANDOM ENEMY
—	Alex-Cam	RANDOM ENEMY
—	Grads-Cam	RANDOM ENEMY



Eddie

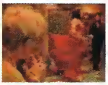


Act II continued

ENEMIES	CAMERA	EVENT
—	Brutus-Cam	RANDOM ENEMY
103	Storage-Cam	Use the Phone Box trap to trap Eddie.
—	Band-Cam	RANDOM ENEMY
—	Storage-Cam	RANDOM ENEMY
—	Brutus-Cam	RANDOM ENEMY
107	Alex-Cam	Phoebe climbs into Alex's window and Alex tells her the story of the Statue.
—	Band-Cam	RANDOM ENEMY
—	Lobby-Cam	RANDOM ENEMY
—	Storage-Cam	RANDOM ENEMY
—	Grads-Cam	RANDOM ENEMY
—	Brutus-Cam	RANDOM ENEMY
—	Lobby-Cam	RANDOM ENEMY
—	Basement-Cam	RANDOM ENEMY
114	Alex-Cam	Keep disarming the Chair trap, then arm and use the Chair trap to trap the mummy (which is Eddie is disguise, but you probably figured that out by now).
—	Grads-Cam	RANDOM ENEMY



Act III



In the final Act, crazy Eddie attacks the tenants at a furious pace, so you'll have little time to waste on catching gangsters and Society members. If you've captured at least 75 enemies by now, you won't need to catch any more thugs (other than the ones on our timeline, of course) because there are only 154 total enemies in the game, and you'll have already caught half of them. Otherwise, you'll have to catch more thugs to keep the building from being overrun.

Because the major events in Act III are so close together, we've dropped the exclamation points and give you this not-so-subtle warning instead: Switch quickly from one major event to the next or you will lose the game!

ENEMIES	CAMERA	EVENT
116	Lobby-Cam	Eddie has a chat with Elizabeth, then hides behind a pillar when Alex and Phoebe come out of the elevator.
—	Band-Cam	RANDOM ENEMY
—	Alex-Cam	RANDOM ENEMY
116	Storage-Cam	Use the Power Box trap to avoid shutdown.
—	Brutus-Cam	RANDOM ENEMY
—	Basement-Cam	RANDOM ENEMY
—	Grads-Cam	RANDOM ENEMY
—	Band-Cam	RANDOM ENEMY
—	Alex-Cam	RANDOM ENEMY
123	Lobby-Cam	Use the Column trap to trap Eddie and save Alex and Phoebe.
—	Brutus-Cam	RANDOM ENEMY
125	Basement-Cam	Use the Conveyor trap to trap Eddie and save Lyle.
—	Lobby-Cam	RANDOM ENEMY
127	Alex-Cam	Alex gets on the phone while Phoebe goes to get Laura.
—	Band-Cam	RANDOM ENEMY
—	Brutus-Cam	RANDOM ENEMY
—	Grads-Cam	RANDOM ENEMY
—	Storage-Cam	RANDOM ENEMY
—	Lobby-Cam	RANDOM ENEMY
132	Grads-Cam	Phoebe dashes through the room looking for Laura.
—	Brutus-Cam	RANDOM ENEMY
133	Basement-Cam	Watch Lyle as he electrifies the trap system.



—	Grads-Cam	RANDOM ENEMY
134	Alex-Cam	Use the Chair trap to trap Eddie and save Alex.
—	Storage-Cam	RANDOM ENEMY
—	Lobby-Cam	RANDOM ENEMY
—	Brutus-Cam	RANDOM ENEMY
141	Grads-Cam	An extremely annoyed Eddie screams at you before hiding next to the Hands trap.
141	Basement-Cam	Use the Elevator trap to avoid shutdown.
—	Lobby-Cam	RANDOM ENEMY
143	Grads-Cam	Use the Hands trap to trap Eddie and save Phoebe.
—	Alex-Cam	RANDOM ENEMY
—	Brutus-Cam	RANDOM ENEMY
144	Band-Cam	Phoebe catches Jeff and Laura smooching.
146	Storage-Cam	Use the Phone Box trap to avoid shutdown.
—	Basement-Cam	RANDOM ENEMY
147	Band-Cam	Use the Cage trap to trap Eddie and save Phoebe.
—	Lobby-Cam	RANDOM ENEMY
—	Grads-Cam	RANDOM ENEMY
—	Alex-Cam	RANDOM ENEMY
149	Brutus-Cam	Jeff, Laura, and Phoebe meet up with Brutus and ask him for a firearm.
—	Basement-Cam	RANDOM ENEMY
—	Band-Cam	RANDOM ENEMY
—	Lobby-Cam	RANDOM ENEMY
—	Alex-Cam	RANDOM ENEMY
151	Brutus-Cam	Use the Basket trap to trap Eddie and win the game. Now sit back and watch the excellent ending sequence to find out the secret of the Edward Arms....





"Eddie's pissed!"





THE KILLER KOIN-OP KOMES HOME

So you think you've mastered *Mortal Kombat*, eh? Well, you may know all of the secrets of Midway's monster arcade sensation, but now there's more. The saga continues on "Mortal Monday," September 13, 1993, as Acclaim/Arena releases four new versions of *Mortal Kombat* for the leading home systems: Super NES, Genesis, Game Boy and Game Gear.



You'll find detailed reviews of all four cartridges in this month's *Video-Game Reviews* and *Gaming on the Go* columns. What you'll find on the next few pages is the real inside scoop on the game's special moves and fatalities—all of the necessary data for each character on all four systems. We'll also reveal the mystery of the "secret character," Reptile; yes, he *does* appear in the 16-bit home versions!

The following are a few important things to keep in mind as you read through this article:

- The Game Boy version of *Mortal Kombat* does not include Johnny Cage, and the Game Gear version does not include Kano. Also, neither of these portable editions includes Reptile.
- Certain special moves may be easier to perform if the final button in the sequence is pressed at the same time as the button before it, particularly in the Super NES version. For example: Johnny Cage's Fireball attack is performed by pressing Away, Toward, A in the Genesis version, but, in the Super NES version—which uses the sequence Away, Toward, B—you may get a better response if you press Away, then Toward and B together. A plus sign separating button names (e.g., "A+B") indicates that those buttons should be pressed simultaneously.
- The L and R buttons on top of the Super NES controller perform the Block function and are inter-changeable. Moves that include the R button (Kano's knives, Sonya's finishing move) can also be performed with the L button.
- Some of the finishing moves may not work unless you are standing a specific distance away from your dazed opponent when you press the necessary buttons. If you try to execute a fatality and nothing happens, you may need to either move closer to your opponent or farther away. Look at our photos to get an idea of where you should be standing in order to get the desired effect; when all else fails, experiment with different distances.
- Though the Super NES version allows players to configure the controls to their liking, all of the moves shown here are described as if the default configuration is in place.
- To access "Mode A" in the Sega versions—with all original fatalities and blood effects intact—wait for the screen that talks about "codes of honor." Press A, B, A, C, A, B, B on the Genesis, or 2, 1, 2, Down, Up on the Game Gear.



SUPER NES


GENESIS


GAME BOY


GAME GEAR

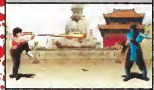


LIU KANG

Once a member of the supersecret White Lotus Society, Liu Kang is the only fighter in *Mortal Kombat* who does not draw his powers from the "dark side"—that's why the screen doesn't darken when you perform his fatality. You'll find it easier to execute his 360° finishing move if you hold the Block button(s) while rotating the directional pad, but this will disqualify you from reaching Reptile in the 16-bit versions.



FIREBALL

SNES	GENESIS	GAME BOY	GAME GEAR
			
Toward, Toward, Y	Toward, Toward, A	Away, Away, B	Toward, Toward, Toward+1

FLYING KICK

SNES	GENESIS	GAME BOY	GAME GEAR
			
Toward, Toward, X	Toward, Toward, C	Toward, Toward, A	Toward, Toward, Toward+2

FATALITY/FINISHING MOVE

SNES	GENESIS	GAME BOY	GAME GEAR
			
			
Down, Away, Up, Toward, Down	Down, Away, Up, Toward, Down	Toward, Toward, Away, B	Down, Away, Up, Toward, Down

★ BY CHRIS BIENIEK ★



JOHNNY CAGE

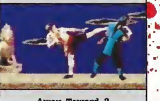
A martial arts superstar trained by great masters from around the world, Johnny Cage is also the star of such (fictitious) films as *Dragon Fist* and *Sudden Violence*. His real name is listed in the *Mortal Kombat* instruction manuals as John Carlton. It's no coincidence that there's a real-life John Carlton working at Midway in Chicago; he's an artist who worked on the top-ranked *NBA JAM* coin-op.



FIREBALL

SNES	GENESIS	GAME BOY	GAME GEAR
		MORTAL KOMBAT	
Away, Toward, B	Away, Toward, A	Does Not Appear	Away, Toward, 1

SHADOW KICK

SNES	GENESIS	GAME BOY	GAME GEAR
		MORTAL KOMBAT	
Away, Toward, A	Away, Toward, B	Does Not Appear	Away, Toward, 2

SPLIT PUNCH

SNES	GENESIS	GAME BOY	GAME GEAR
		MORTAL KOMBAT	
Hold L or R, press B	Hold Down, press C	Does Not Appear	Hold START, press 1

FATALITY/FINISHING MOVE

SNES	GENESIS	GAME BOY	GAME GEAR
		MORTAL KOMBAT	
Toward, Toward, Toward, Y	Toward, Toward, Toward, A	Does Not Appear	Toward, Toward, Toward, 1



KANO

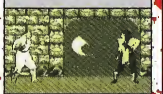
A criminal member of the Black Dragon Organization, Kano has a metal implant on the right side of his face that includes an infrared eye. If you hold the Block button(s) while executing his Roll Spin attack, Kano will hover in midair. Also, stay well away from your opponent when trying to execute Kano's finishing move on the Game Boy; it won't work unless there's a lot of space between the two fighters.



ROLL SPIN

SNES	GENESIS	GAME BOY	GAME GEAR
			
Away, Up, Toward, Down, Away	Down, Away, Up, Toward, Down	Toward, Down, Away	Does Not Appear

KNIFE

SNES	GENESIS	GAME BOY	GAME GEAR
			
Away, Away, Toward, L or R	Hold START, press Away, Toward	Away, Toward, B	Does Not Appear

FATALITY/FINISHING MOVE

SNES	GENESIS	GAME BOY	GAME GEAR
			
			
Away, Down, Toward, B	Away, Away, A	Down, Toward, Toward, A	Does Not Appear



RAYDEN

Though his name has been changed from Midway's original spelling (Raiden), this mythical thunder god hasn't lost any of the deadly moves and supernatural powers he exhibited at the arcades. Listen for his hysterical shout when performing the Flying Attack on the Super NES; it's the only one of the four cartridges to include this and many other digitized speech samples that were created for the coin-op.



LIGHTNING THROW

SNES	GENESIS	GAME BOY	GAME GEAR
			
Down, Toward, B	Down, Toward, A	Toward, Toward, B	Away, Down, Toward, 1

TELEPORT

SNES	GENESIS	GAME BOY	GAME GEAR
			
Down, Up	Down, Up	Down, Toward, A or B	Down, Up

FLYING ATTACK

SNES	GENESIS	GAME BOY	GAME GEAR
			
Away, Away, Toward	Away, Away, Toward	Away, Away, Away, Toward	Away, Away, Toward

FATALITY/FINISHING MOVE

SNES	GENESIS	GAME BOY	GAME GEAR
			
Toward, Away, Away, Away, Y	Toward, Away, Away, Away, A	Away, Toward, Down, A+B	Toward, Away, Away, Away, 1



SUB-ZERO

The actual name of this warrior is unknown; he is believed to be a member of the Lin Kuei, a legendary clan of Chinese ninja assassins. As most players know, performing Sub-Zero's Freeze attack on an opponent who is already frozen will cause a Double Ice Backfire, which freezes Sub-Zero instead. His Slide attack will also prevent Reptile from appearing, since it involves pressing the Block button.



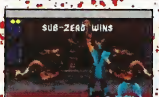
FREEZE

SNES	GENESIS	GAME BOY	GAME GEAR
			
Down, Toward, B	Down, Toward, A	Away, Toward, A	Down, Toward, 1

SLIDE

SNES	GENESIS	GAME BOY	GAME GEAR
			
Hold Away, press B+A+R	Hold Away+B, press C	Toward, Down, B	Away, Away 1+2

FATALITY/FINISHING MOVE

SNES	GENESIS	GAME BOY	GAME GEAR
			
			
Toward, Down, Toward, Y	Toward, Down, Toward, A	Toward, Down, Toward, B	Toward, Down, Toward, 1



SONYA BLADE

A member of a top-ranked Special Forces unit, Sonya and her companions were tracking the mercenary Kano when she was captured by Shang Tsung's army and forced to participate in the tournament. The Mortal Kombat coin-op was already being test-marketed in the Chicago area when the designers decided to add her to the game; the original lineup included only six fighters and the two boss characters.



RING TOSS

SNES	GENESIS	GAME BOY	GAME GEAR
			
Away, B	Hold A, press Away	Away, Away, B	Away, 1

SQUARE WAVE FLIGHT

SNES	GENESIS	GAME BOY	GAME GEAR
			
Toward, Away, Y	Toward, Away, A	Toward, Away, Away, Toward	Toward, Away, 1

SCISSOR GRAB

SNES	GENESIS	GAME BOY	GAME GEAR
			
Hold Down, press B+A+R	Hold Down+B, press A	Down, A+B	Hold Down, press 1+2

FATALITY/FINISHING MOVE

SNES	GENESIS	GAME BOY	GAME GEAR
			
Toward, Toward, Away, Away, R	Toward, Toward, Away, Away, START	Away, Away, Toward, A+B	Toward, Toward, Away, Away, START



SCORPION



An undead warrior who is said to have perished at the hands of a Lin Kuei assassin, Scorpion harbors a deep hatred of Sub-Zero that can be traced to these rumors. Scorpion is one of just two characters whose finishing moves look exactly alike on all versions of the game (including the coin-op), even in the sanitized Sega versions without "Mode A" activated. Sonya is the other fighter to have earned this distinction.

HARPOON

SNES	GENESIS	GAME BOY	GAME GEAR
			
Away, Away, B	Away, Away, A	Away, Away, B	Away, Away, 1

TELEPORT

SNES	GENESIS	GAME BOY	GAME GEAR
			
Down, Away, Y	Down, Away, A	Toward, Down, A	Down, Away, 1

FATALITY/FINISHING MOVE

SNES	GENESIS	GAME BOY	GAME GEAR
			
			
Up, Up	Up, Up	Toward, Toward, Toward, A+B	Hold START, presss Up, Up



REPTILE

Lurking in the shadows at the bottom of Mortal Kombat's spike-laden Pit stage, the green Ninja master Reptile can only be found by those who have mastered the game's strategies, combos and finishing moves. His clothing resembles that of the enemy warriors Sub-Zero and Scorpion, and with good reason: Reptile has the ability to perform the special attacks of both, including Sub-Zero's "Freeze" and Scorpion's "Harpoon"!



Appearing only in newer versions of the arcade game (versions 3.0 and up), Reptile is said to have been hidden in the game by programmer Ed Boon, who whipped up the necessary program enhancements in a single weekend. Rumor has it that even John Tobias—*Mortal Kombat*'s graphic artist—was not initially aware of the presence of this top-secret "boss" character. In version 4.0 of the coin-op, Reptile will occasionally appear on the screen to give you a hint on how you can bring him out of hiding for a battle. These hints also appear in the Super NES and Genesis cartridges, so keep your eyes open!





Since *VideoGames* magazine was the first to break the news about Reptile (way back in our February issue), it's only fitting that we give you the full scoop on Reptile's appearances in the home versions of *Mortal Kombat*. Fans of the arcade game should be aware that the steps to finding Reptile in the Genesis cartridge are exactly the same as in the coin-op original:





1. Reptile will only appear on the game's Pit stage in a one-player game, and in the Genesis version he won't come out unless you see some type of silhouette flying in front of the moon at the start of this battle. The Super NES version doesn't have this limitation, so you can basically find Reptile whenever you reach the Pit stage on the Super NES.



2. During your battle on the Pit stage, never use the "Block" function. With the standard controller configuration, that means don't touch the **START** button on the Genesis and never touch the L or R buttons (on top of the controller) on the Super NES.



3. Get a "Double Flawless" victory—in other words, win two rounds without getting hit. You can still reach Reptile if you lose the first or second rounds, but you must win a total of two perfect, hitless rounds to qualify for the "Double Flawless."



4. Successfully perform your finishing move on your opponent. Unfortunately, this means that Sonya can't fight Reptile: Her finishing move requires a press of the "Block" button, which disqualifies her as described in Step 2.

Many players consider Reptile to be a more formidable opponent than Shang Tsung himself, so watch out! Performing a successful finishing move on Reptile will earn the lucky player a whopping 10,000,000-point bonus!



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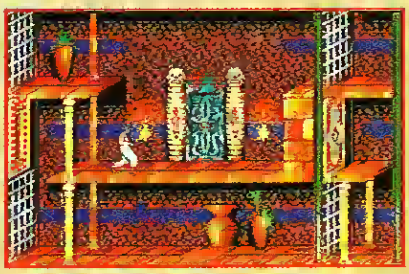
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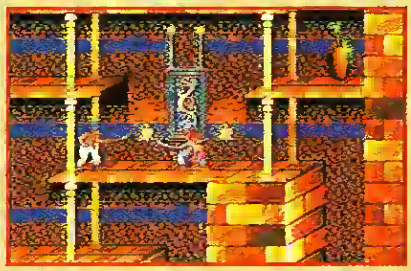
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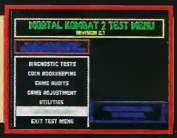
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Tips & Tricks: Mortal Kombat II

More Midway Mayhem!

by Chris Bieniek, Nikos Constant and Stephen Beck

Continuing our quest to deliver the freshest, most accurate *Mortal Kombat II* information available, here's a heapin' helpin' of attacks and finishing moves that should keep you hip-deep in blood and guts—at least until another chip revision hits your hometown. If you can't get some of these tricks to work, you may be playing a version of the game that's older than the 2.1 revision we used to get these photos. When in doubt, ask your arcade owner/operator for more information; version 3.0 or 3.1 of the *Mortal Kombat II* program code should be available by the time you read this.

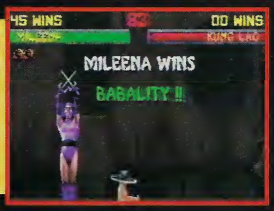


The following are a few important things to keep in mind as you read through the next few pages:

• Certain of the finishing moves will not work unless you are standing a specific distance away from your dazed opponent when you press the necessary buttons. If you can't perform a particular finishing move—and you've satisfied all of the other requirements listed below—then you may need to either move closer to your opponent or farther away. Look at our photos to get a rough idea of where you should be standing in order to get the desired move to appear; when all else fails, experiment with different distances.

• While some purists avoid pressing the **BLOCK** button unless it's absolutely necessary, beginners should try holding the **BLOCK** button down when executing tricky moves like Scorpion's "Toasty!" Fatality or several of Jax's finishing moves. Holding **BLOCK** will prevent your character from jumping or moving horizontally while you manipulate the joystick, which makes certain moves easier to perform. Just be sure to release the **BLOCK** button when you press the final punch or kick button in the sequence.

• To perform a Babality or Friendship move, you must not press **HIGH PUNCH** or **LOW PUNCH** during the round in which you expect to do the move. If you press a punch button during the winning round, your Babality or Friendship move will not work.



• The "Pit II/Kombat Tomb" fatalities will only work on those two stages. Do the move on "The Pit II" stage and you'll uppercut him or her right off the bridge; do the same move on the "Kombat Tomb" stage and you'll uppercut him or her into the spikes that point down from the ceiling. To make a character slide off the spikes and drop to the floor in the Kombat Tomb, press and hold **Down** on both joysticks immediately after the fatal uppercut.





Version 3.0 Update

Consider these last few items to be *rumors*; they haven't been confirmed to exist on earlier revisions of *Mortal Kombat II*. We'll clarify in next issue's strategy guide update!

• To disable all throws during a battle, hold both joysticks **Down** and hold **HIGH PUNCH** on both sides of the machine during the matchup screen just prior to the fight.



• To send an opponent into the acid waters of the "Dead Pool" stage, stand right next to him or her when the words "Finish Him/Her" appear on the screen, hold the joystick **Down**, hold **LOW PUNCH+LOW KICK** and press **HIGH PUNCH** to uppercut him or her off the bridge (this special fatality is said to be the same for all 12 of the characters).

• Raiden's Uppercut Fatality and Kung Lao's Friendship move—as seen in this month's strategy guide—may only work in revision 3.0 and up. Stay tuned!

• Thanks to James "MK" Fink and Joe Sislow for invaluable assistance, as always, very special thanks to Dean Gamburd and Jorge Sanguinetti at C.A. Robinson & Co. in Los Angeles for their limitless patience and kindness.



LIU KANG

Forearm
HIGH PUNCH (in close)

Flying Kick
Forward, **Forward**, **HIGH KICK**

Bicycle Kick
Hold **LOW KICK** for three to five seconds, then release

Fireball
Forward, **Forward**, **HIGH PUNCH**

Low Fireball
Forward, **Forward**, **LOW PUNCH**

Babality
Down, **Down**, **Forward**, **Back**, **LOW KICK**

Pit II/Kombat Tomb Fatality
Back, **Forward**, **Forward**, **LOW KICK**



Friendship
Forward, **Back**, **Back**, **Back**, **LOW KICK**



Uppercut Fatality
Rotate joystick 360° counterclockwise



Dragon Fatality
Down, **Forward**, **Back**, **Back**, **HIGH KICK**



KUNG LAO

Headbutt
HIGH PUNCH (in close)

Teleport
Down, **Up** (quickly)

Hat Throw
Back, **Forward**, **LOW PUNCH**

Air Kick
Jump, then hold **Down** and press **HIGH KICK** in midair

Whirlwind Spin
Up, **Up**, **LOW KICK**

Babality
Back, **Back**, **Forward**, **Forward**, **HIGH KICK**



Pit II/Kombat Tomb Fatality
Forward, **Forward**, **Forward**, **HIGH PUNCH**

Friendship
Back, **Back**, **Back**, **Down**, **HIGH KICK**
(only in version 3.0 and up)



Slice Fatality
Forward, **Forward**, **Forward**, **Forward**, **LOW KICK**



Hat Throw Fatality
Hold **LOW PUNCH**, press **Back**, **Back**, **Forward** (press **Up** just before the hat reaches your opponent to aim for his or her neck)



JOHNNY CAGE

Stomach Jab
HIGH PUNCH (in close)

Drop Kick
HIGH KICK or **LOW KICK** (in close)

Green Ball
Rotate joystick **Back/Down/Forward**, **LOW PUNCH**

High Green Ball
Rotate joystick **Forward/Down/Back**, **HIGH PUNCH**

Shadow Uppercut
Back, **Down**, **Back**, **HIGH PUNCH**

Shadow Kick
Back, **Forward**, **LOW KICK**

Ball Breaker
Hold **LOW PUNCH**, press **BLOCK**

Babality
Back, **Back**, **Back**, **HIGH KICK**

Pit II/Kombat Tomb Fatality
Down, **Down**, **Down**, **HIGH KICK**



Friendship
Down, **Down**, **Down**, **HIGH KICK**



Torso Fatality
Down, **Down**, **Forward**, **Forward**, **LOW PUNCH**



Head Punch Fatality
Forward, **Forward**, **Down**, **Up** (hold **Down+LOW PUNCH+BLOCK+LOW KICK** during the first punch to knock off three heads)



REPTILE

Backhand
HIGH PUNCH (in close)

Slide
Hold **Back**, press **LOW PUNCH+BLOCK+LOW KICK**

Spit Acid
Forward, **Forward**, **HIGH PUNCH**

Power Ball
Back, **Back**, **HIGH PUNCH+LOW PUNCH**

Invisibility
Up, **Up**, **Down**, **HIGH PUNCH**

Babality
Down, **Back**, **Back**, **LOW KICK**

Pit II/Kombat Tomb Fatality
Down, **Forward**, **Forward**, **BLOCK**



Friendship
Back, **Back**, **Down**, **LOW KICK**



Tongue Fatality
Back, **Back**, **Down**, **LOW PUNCH**



Invisible Slice Fatality
Forward, **Forward**, **Down**, **HIGH KICK**
(This fatality can only be executed while Reptile is invisible)



SUB-ZERO

Backhand
HIGH PUNCH (in close)

Slide
Hold **Back**, press **LOW PUNCH+BLOCK+LOW KICK**

Freeze
Rotate joystick **Down/Forward**, **LOW PUNCH**

Ground Freeze
Rotate joystick **Down/Back**, **LOW KICK**

Babality
Down, **Back**, **Back**, **HIGH KICK**

Pit II/Kombat Tomb Fatality
Down, **Forward**, **Forward**, **BLOCK**



Friendship
Back, **Back**, **Down**, **HIGH KICK**



Deep-Freeze Fatality
Forward, **Forward**, **Down**, **HIGH KICK** to freeze, then press **Forward**, **Down**, **Forward**, **Forward**, **HIGH PUNCH** (in close)



Ice Ball Fatality
Hold **LOW PUNCH**, press **Back**, **Back**, **Down**, **Forward**



SHANG TSUNG

Elbow
HIGH PUNCH (in close)

Flaming Skulls
Back, **Back**, **HIGH PUNCH**

Two Flaming Skulls
Back, **Back**, **Forward**, **HIGH PUNCH**

Three Flaming Skulls
Back, **Back**, **Forward**, **Forward**, **HIGH PUNCH**

Morph into other characters:
Liu Kang: **Back**, **Forward**, **Forward**, **BLOCK**
Kung Lao: **Back**, **Down**, **Back**, **HIGH KICK**
Johnny Cage: **Back**, **Back**, **Down**, **LOW PUNCH**
Reptile: **Up**, **Down+HIGH PUNCH**
Sub-Zero: **Forward**, **Down**, **Forward**, **HIGH PUNCH**
Kitana: **BLOCK**, **BLOCK**, **BLOCK**
Jax: **Down**, **Forward**, **Back**, **HIGH KICK**
Mileena: Hold **HIGH PUNCH** for three seconds, then release
Baraka: **Down**, **Down**, **LOW KICK**
Scorpion: **Up**, **Up**
Raiden: **Down**, **Back**, **Forward**, **LOW KICK**

Babality
Back, **Forward**, **Down**, **HIGH KICK**



Friendship
Back, **Back**, **Down**, **Back**, **HIGH KICK**



Inner-Ear Fatality
Hold **HIGH KICK** for two to three seconds, then release



Life Force Fatality
Up, **Down**, **Up**, **LOW KICK**



KITANA

Elbow
HIGH PUNCH (in close)

Fan Slice
Hold **Back**, press **HIGH PUNCH**

Fan Throw
Forward, **Forward**, **HIGH PUNCH+LOW PUNCH**

Fan Lift
Back, **Back**, **Back**, **HIGH PUNCH**

Air Attack
Rotate joystick **Forward/Down/Back**, **HIGH PUNCH**

Babality
Down, **Down**, **Down**, **LOW KICK**

Pit II/Kombat Tomb Fatality
Forward, **Down**, **Forward**, **HIGH KICK**



Friendship
Down, **Down**, **Down**, **Up**, **LOW KICK**



Kiss of Death Fatality
Hold **LOW KICK**, press **Forward**, **Forward**, **Down**, **Forward** then release



Fan Fatality
BLOCK, **BLOCK**, **BLOCK**, **HIGH KICK**



JAX

Hammer
HIGH PUNCH (in close)

Earthquake
Hold **LOW KICK** for three seconds, then release

Gotcha Grab
Forward, **Forward**, **LOW PUNCH**

Multi-Slam
Press **HIGH PUNCH** repeatedly while throwing your opponent

Energy Wave
Rotate joystick **Forward/Down/Back**, **HIGH KICK**

Back Breaker
Press **BLOCK** while close to opponent in midair

Babality
Down, **Up**, **Down**, **Up**, **LOW KICK**

Pit II/Kombat Tomb Fatality
Up, **Up**, **Down**, **LOW KICK**



Friendship
Down, **Down**, **Up**, **Up**, **LOW KICK**



Head Pop Fatality
Hold **LOW PUNCH**, press **Forward**, **Forward**, **Forward** and release



Arm Rip Fatality
BLOCK, **BLOCK**, **BLOCK**, **BLOCK**, **LOW PUNCH**



MILEENA

Elbow
HIGH PUNCH (in close)

Ground Roll
Back, **Back**, **Down**, **HIGH KICK**

Teleport Kick
Forward, **Forward**, **LOW KICK**

Sai Throw
Hold **HIGH PUNCH** for two to three seconds, then release

Babality
Down, **Down**, **Down**, **HIGH KICK**

Pit II/Kombat Tomb Fatality
Forward, **Down**, **Forward**, **LOW KICK**



Friendship
Down, **Down**, **Down**, **Up**, **HIGH KICK**



Stab Fatality
Forward, **Back**, **Forward**, **LOW PUNCH**



Inhale Fatality
Hold **HIGH KICK** for two to three seconds, then release



BARAKA

Backhand
HIGH PUNCH (in close)

Double Kick
HIGH KICK, **HIGH KICK** (in close)

Blue Bolt
Rotate joystick **Down/Back**, **HIGH PUNCH**

Blade Slice
Hold **Back**, press **HIGH PUNCH**

Blade Fury
Back, **Back**, **Back**, **LOW PUNCH**

Babality
Forward, **Forward**, **Forward**, **HIGH KICK**

Pit II/Kombat Tomb Fatality
Forward, **Forward**, **Down**, **HIGH KICK**



Friendship
Up, **Forward**, **Forward**, **HIGH KICK**



Head Chop Fatality
Back, **Back**, **Back**, **Back**, **HIGH PUNCH**



Stab Fatality
Back, **Forward**, **Down**, **Forward**, **LOW PUNCH**



SCORPION

Backhand
HIGH PUNCH (in close)

Spear
Back, **Back**, **LOW PUNCH**

Air Throw
Press **BLOCK** while close to opponent in midair

Teleport Punch
Rotate joystick **Down/Back**, **HIGH PUNCH**

Leg Grab
Rotate joystick **Forward/Down/Back**, **LOW KICK**

Babality
Down, **Back**, **Back**, **HIGH KICK**

Pit II/Kombat Tomb Fatality
Down, **Forward**, **Forward**, **BLOCK**



Friendship
Back, **Back**, **Down**, **HIGH KICK**

Fire Fatality
Up, **Up**, **HIGH PUNCH**



Toasty Fatality
Down, **Down**, **Up**, **Up**, **HIGH PUNCH**



Slice Fatality
Hold **HIGH PUNCH**, press **Down**, **Forward**, **Forward** then release



RAIDEN

Mini Uppercut
HIGH PUNCH (in close)

Teleport
Down, **Up** quickly

Flying Attack
Back, **Back**, **Forward**

Lightning
Rotate joystick **Down/Forward**, **LOW PUNCH**

Electrocution
Hold **HIGH PUNCH** for three to four seconds, then release (in close)

Babality
Down, **Down**, **Up**, **HIGH KICK**

Pit II/Kombat Tomb Fatality
Up, **Up**, **Up**, **HIGH PUNCH**



Friendship
Down, **Back**, **Forward**, **HIGH KICK**



Shock Fatality
Hold **LOW KICK** for five seconds, then release; when Raiden starts to shock his opponent, press **BLOCK+LOW KICK** repeatedly to explode



Uppercut Fatality
Hold **HIGH PUNCH** for ten seconds, then release (you'll need to start "charging" this move before the words "Finish Him/Her" appear on the screen—only on version 3.0 and up)

JADE

A green ninja who can sometimes be seen peeking out from behind the trees in the Living Forest stage, Jade is the first of many "secret characters" to be discovered in *Mortal Kombat II*. To find her, you must reach the stage just prior to the question-mark stage in a one-player game. While fighting on this stage, you must win one round using only the **LOW KICK** button—pressing any other button during the round will disqualify you from reaching Jade in that round. If you fulfill these requirements, you will be transported through the portal to do battle with Jade in Goro's Lair.



Play to the stage before the "?" stage in a one-player game.



Win one round using only the LOW KICK button.



You'll be transported to the portal...



...where you'll get a special congratulatory message.



Then you get to fight Jade in Goro's Lair!

SMOKE

A gray ninja who also appears periodically in the Living Forest stage, Smoke is a deadly combatant whose body emits clouds of smoke while he fights. To reach him, you must fight on The Portal stage in either a one- or two-player game. During the battle, watch for *MK II* sound designer Dan Forden to appear in the lower-right corner of the screen; he's the guy who pops up and sings "Toasty!" at certain times, usually after a player has connected with a particularly vicious uppercut. While Forden is on the screen, hold the joystick **Down** and press the **START** button; if your timing is right, you'll be sent through the portal to face Smoke in Goro's Lair.



While fighting on The Portal stage, try to do a lot of uppercuts.



If Dan "Toasty!" Forden appears, hold Down on the joystick and press START.



You'll be transported to the portal...



...where you'll get a special congratulatory message.



Then you get to fight Smoke in Goro's Lair!

PONG

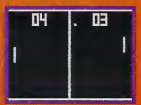
Have you ever noticed the "Battle" counter at the top of the prefight matchup screen? If you're lucky enough to have played through 250 two-player battles, you'll face "a challenge from your past" when the counter reaches 250. Incredibly, a *Pong* game will appear before each round in the 250th battle; not a souped-up *Mortal Kombat* version of *Pong*, but the real thing from the early 1970s. (Well, the original *Pong* game used paddle controllers...and we don't think it used to sing "Toasty!" when you'd lose a ball, either; but, other than that, it's absolutely authentic!) The first player to earn seven points in each round wins; then you return to the '90s for more *MK II* mayhem.



Play in two-player mode until the counter reaches 250.



This special message will appear.



It's the original arcade classic, *Pong*, in all its black-and-white glory!



The first player to score seven points wins...



...then you return to fight in the '90s.



Boss Code!

To play as the "boss" characters in Konami's Super NES version of *Tournament Fighters*, press **X**, **Up**, **Y**, **Left**, **B**, **Down**, **A**, **Right**, **X**, **Up** on **Controller 2** at the title screen. Choose the "Vs Battle" or "Watch" mode, and you'll be able to select Rat King or Karai by pressing **Right** while Shredder is highlighted (or by pressing **Left** while Leo is highlighted.)



Press **X, Up, Y, Left, B, Down, A, Right, X, Up** on **Controller 2.**



Now you can play as a boss character in the "Vs Battle" or "Watch" mode!



Rat King's Fire Kick: **A** (while in mid-air)



Rat King's Rodent Suplex: Hold ↓ press **B**



Rat King's Rat Bomber: ←↙↓↘→+**Y** or **X** (in close)



Rat King's Ultimate Attack Move: **X+A** (when ultimate-attack gauge is full)



Karai's Sliding Punch/ Kick: Hold ← and press any attack button



Karai's Diving Throw: **Y+B** simultaneously



Karai's Atomic Fist Dive: **X+A** simultaneously



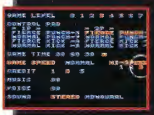
Karai's Ultimate Attack Move: **X+A** (when ultimate-attack gauge is full)



Press **Up, Up, Down, Down, Left, Right, Left, Right, B, A** on **Controller 2.**

Hyper Speed Mode!

Also at the SNES *Tournament Fighters* title screen, try entering the time-honored "Konami Code" on **controller two**: **Up, Up, Down, Down, Left, Right, Left, Right, B, A**. Next, choose the "Options" screen and you'll find a new setting ("**Hi-Speed 3**") at the "Game Speed" option.



Find the new speed setting in the game's option menu.



It's "Hyper Fighting" action for Turtle fans!



Secret Warps!

To start at any stage in Tradewest's killer SNES team-up, simply press **Up, Down, Down, Up, X, B, Y, A** at the Character Select screen. Pick a character, and you'll be sent to the Mega Warp screen to choose a starting level all the way through Stage 7. You'll also start the game with ten lives instead of three.

Don't forget to try beating the game without cheats later; there's nothing more humiliating than beating a game and having the final boss call you a cheater!



Press **Up, Down, Down, Up, X, B, Y, A** at the Character Select screen.



It's the hidden Mega Warp menu!



Start at any stage with ten lives in reserve.



"Boss Only" Mode

When the Taito logo appears at the start of *Super Nova*, quickly press **Down, X, Up, B, L, R, Left, A** on Controller 2. You'll hear a chime to confirm the code entry. Start the game, and you'll see a message that reads, "WOW!! YOU DISCOVERED THE BOSS ENDURANCE MODE!" With this special code in place, you'll skip through the main stages to fight only the game's "boss" characters, one after another.



Press **Down, X, Up, B, L, R, Left, A** on Controller 2.



You'll get this special message.



Play through the game fighting only the bosses!



Top-Secret Cheats!

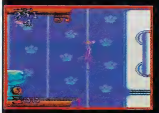
Check out these red-hot tips and tricks from TecMagik's *Pink Goes to Hollywood*:

• Plug in Controller 2 and start the game with Controller 1. Press **B** on **Controller 2** while the Pink Panther is standing still on the screen (before the "swinging tail" animation starts.) Now you're in "Exploration Mode"—grab Controller 1 and move Pink around the screen with the D-pad. You can make him move faster by holding the **Y** button on Controller 1. Go through walls, floors and ceilings, or head straight for the end of the stage. Press **B** again on Controller 2 to get out of "Exploration Mode."

• To make the Pink Panther invincible, simply hold the **L** button on Controller 2 during the game. (You can use a rubber band or binder clip to hold it there.)

• To play in slow-motion, hold the **R** button on Controller 2.

• To access a stage-skip option, simply hold **SELECT** and press **START** on Controller 1 during the game. You'll be sent to the beginning of the next level!



Press **B** on Controller 2 to access "Exploration Mode."



Hold **L** on Controller 2 for invincibility!



Hold **R** on Controller 2 for slow-motion.



Hold **SELECT** and press **START** on Controller 1 to skip to the end of the current stage!



Extra Lives and Continues!

At the title screen, hold **A**, **B** and **Down** and press **START**. A flash of red will appear on the screen that shows the *Battletoads* flag.

You can now start this Tradewest beat-'em-up with five lives and five continues—a total of **25 chances**!



Hold **A**, **B** and **Down**, press **START**.



You'll see the flag flash red briefly.



Start the game with five lives and five continues!

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PINBALL DREAMS



BUMPER TO BUMPER ACTION.

It's fast. It's crazy. It's going to give you pinball elbow. You may be a pinball wizard, but are you sharp enough for Arrow Roll-Overs? Can you shoot the Sun-Run without getting burned? Can you make it to Midnight for 5 million points? Can you go for the tilt feature and still keep your equilibrium? Pin yourself to the screen and go for the big score.





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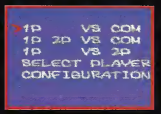
SEGA

Nintendo

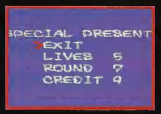
Secret Cheat Menu!

At the player select screen in Seta's *Cacoma Knight*—it's the one that says "1P VS COM", etc.—press **Up**, **Up**, **Down**, **Down**, **Right**, **Left**, **Right**, **Left**, **B**, **A** on controller one. You'll hear a bell, and a "**Special Presents**" menu will appear. Now you can set the number of lives or credits and choose a starting stage!





Press **Up**, **Up**, **Down**, **Down**, **Right**, **Left**, **Right**, **Left**, **B**, **A**....



Ding! A hidden cheat menu!



You can start all the way up to Round Seven.



99 Lives!

To give your life reserves a super boost in Hi Tech's *Tom and Jerry*, simply press **START** during the game to pause, then press **L**, **Y**, **B**, **B**, **A**, **X**, **Y**, **Y**, **B**, **R**. The game will no longer be paused after pressing the last button in the sequence; this confirms that the cheat has been entered correctly. Continue to play the game; whenever you lose a life, you'll see that your total life reserve counter seems to be stuck at "9". This is because the counter only goes up to nine, but you really have **99 lives** in reserve! The number will go down if you get killed more than 90 times, but it's doubtful that you'll use 'em all up in a single game.



Press **L**, **Y**, **B**, **B**, **A**, **X**, **Y**, **Y**, **B**, **R** while the game is paused.



It looks like you have nine lives, but it's really 99!

Stage Skip!

To skip any stage in *Tom and Jerry*, press **START** to pause the game, then press **L**, **X**, **A**, **Y**, **Y**, **B**, **R**. You'll be **warped** instantly to the end of the current stage! You can repeat this trick as many times as you like to skip through the whole game.



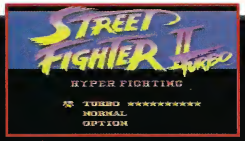
Press **L**, **X**, **A**, **Y**, **Y**, **B**, **R** while the game is paused.



Boom! You're at the end of the stage.



Move on to the next level!



Disable Special Moves — One Player

Remember the player-vs.-same-player code from the original *Street Fighter II* cartridge? Try it on Capcom's SNES *Street Fighter II Turbo* cartridge. Press **Down, R, Up, L, Y, B** while the "Capcom" logo is on the screen. You'll hear the same **signal** you heard before, but the results are very different: All of your character's special moves have been **disabled!** Note that this only affects the **one-player** mode; "VS." battles will still include all of the special attacks.



Press **Down, R, Up, L, Y, B....**



No more fireballs or sonic booms!

Extra Turbo Speed!

Press **Down, R, Up, L, Y, B** on *controller two* at the beginning of the game while the word "**TURBO**" is flying across the screen in huge letters—you'll have to be quick! If you've done it correctly, you'll hear a signal to confirm the code, giving you **six** additional hyperspeed settings in the "Turbo" mode of this Capcom classic. Check out the "**ten star**" speed for the fastest fighting action on any system—you'll see the characters madly twitching and hyperventilating before the fight even **starts!**



Press **Down, R, Up, L, Y, B (Controller two)....**



Now there are 11 speeds in "Turbo" mode.



You won't believe the blinding speed at the highest setting!

Disable Special Moves — Two Players

Enter a "**V.S. Battle**" and choose your characters. When the "Handicap" screen appears, press **Down, R, Up, L, Y, B** on *controller two.* You'll get a hidden configuration menu that shows you **all** of your character's secret moves and allows you to disable **any** individual attack!

Once the code is in place, you can continue to call up the new configuration menu simply by pressing **START** on controller two whenever you're at the "Handicap" screen.



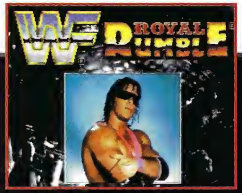
Press **Down, R, Up, L, Y, B (Controller two)....**



You'll be able to disable individual moves.



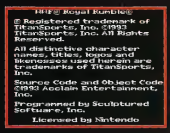
Learn the real names of your favorite character's special attacks!



Super Punch!

At the start of this LJN wrestling game, you'll see a legal screen—it's the one that says "Licensed by Nintendo" at the bottom. Hold the **B** button and press **Y** as the text starts to fade. You'll hear one of the wrestlers say, "Ugh!"

Start the game and you'll find that your wrestler has been equipped with a **Super Punch** that reduces your opponent's health meter by half! The Super Punch works for both players in a two-player match, so watch out!



Hold **B** and press **Y** when the screen fades.



Now your standard punch....



...inflicts massive damage; check the energy bar!

Character vs. Same Character

At the character-select screen, tap the **L** button (on top of the controller) to make the **WWF** logo in the background stop moving. Next, press and hold the **R** button, then press and hold the **L** button—the background should be frozen again. While you're holding those buttons down (and the background is not moving), press **SELECT**.

The current wrestler will be registered as your choice, and a duplicate of that character will be added to the list of available wrestlers. Your opponent can choose to fight as the same wrestler, or you can pick the same character to be his own tag-team partner!



Tap **L**, press and hold **R**, then press and hold **L**....



...press **SELECT** to lock in your choice...



...then find that wrestler's duplicate.



Both players can choose the same character!



Which one is me? Don't get confused....



Use this trick for same-player tag teams!



To access incredible tricks in Sunsoft's Taz-Mania, press SELECT at the title screen to enter the "OPTIONS" menu. Once you're there, enter one of the following codes for a special cheat!



Press the **SELECT** button....



...to access the **"OPTIONS"** menu.

Ten Continues!

Press **B**, **A**, **Y**, **A**, **X**, **A** at the **"OPTIONS"** menu. You'll see the screen shake, and a message will appear that says **"10 CONTINUES!"** This will provide a much-needed boost to those who have struggled with the game at its higher levels.



Press B, A, Y, A, X, A for ten continues!

Twenty Continues!

If ten continues isn't enough, try pressing **Y**, **X**, **B**, **X**, **A**, **X**, **L**, **R**, **B**, **A**, **Y**, **A**, **X**, **A** at the **"OPTIONS"** menu. You'll see the screen shake, and a message will appear that says **"20 CONTINUES!"**



Press Y, X, B, X, A, X, L, R, B, A, Y, A, X, A for 20 continues!

Stage Select!

Are you *still* having trouble playing through the game? Press **A**, **Y**, **A**, **Y**, **X**, **Y**, **B**, **A**, **R**, **L** at the **"OPTIONS"** menu. You'll see the screen shake, and a **"LEVEL"** option will appear at the bottom of the screen. Choose any starting stage and press **START**—now you're a real *Tips & Tricks* cheater!



Press A, Y, A, Y, X, Y, B, A, R, L for a "LEVEL" option.



Start on any stage!

THE SECRETS OF ClayFighter

BAD MR. FROSTY



Clay model by Danger Productions



As seen at the Summer Consumer Electronics Show





Snow Squeeze
→+Brutal Punch (in close)



Headbutt
→↓↘+punch



Frozen Fist
↓↘→+punch



Arcing Snowball
↓ (charge for 3 seconds), ↑+kick



Spit Snowball: ←↙↓↘→+punch



Slide: ↓↘→+kick

SPRING CLEANING



Clay model by Danger Productions



Flying Pincers: ← (charge for 2 seconds), ↗→+punch



Taffy Whack Kick: ← →+kick



Illustration by Vince Carino



Taffy Whack Punch
← →+punch



Flying Taffy Tornado
→↓↘+punch



Pincers: ← (charge for 2 seconds), →+punch



Dizzy: ↓↙←+punch
(Trick your opponents!)



Taffy Tornado
←↙↓↘→+punch

TINY



Illustration by Vince Carino



Illustration by Vince Carino





Arcing Medicine Ball
↓ (charge for 3 seconds),
↑+Kick



Left Sucker Punch
↓↘→+punch



Throw
→+Brutal Kick (in close)



Quadruple Drop Punch
Brutal Punch (in close)



Right Sucker Punch
↓↙←+punch



Medicine Ball
← (charge for 2 seconds),
→+punch



High Medicine Ball
← (charge for 2 seconds),↗→+punch



The Big Squeeze
→+Brutal Punch (in close)



Headstand Kick
Brutal Kick (in close)

THE BLOB



Plooie
↓↘→+punch





Illustration by Vince Carino



Multi-fist
Brutal Punch



Buzz saw
← (charge for 2 seconds),
→+punch



Flying Roundhouse
→↓↘+kick
(hold kick button)



Hammerhead
↗, Brutal Punch



Eat-'em-up
→+Brutal Punch (in close)



Clay Stomp
Hold ↓, press Brutal Kick



Sliding Kick
←↙↓↘→+kick

STRATEGY GUIDES

BLUE SUEDE GOO



Illustration by Vince Carino



Illustration by Vince Carino





Humming Attack (Oh Mama!)
↓↘→+punch



Karate Flip: →+Brutal Kick (in close)



Hair Blade
↓↙←+punch



Hair Blade 2
→↓↘+kick



Flying Belly Attack
↗, Medium Punch



Ecto Ball: ↓↘→+punch



Ecto Punch
→↓↘+punch



Lunge: ← (charge for two seconds), →+punch



Warp
Punch+Kick (same strength)



Clay model by Danger Productions

Headbutt
Medium Punch (in close)



Haunted Crush
→+Brutal Punch (in close)

ICKYBOD CLAY

SUPER PRO TIPS

HELGA



Illustrations by Vince Carino





The Fat Lady Sings
← (charge for 2 seconds),
↙↓↘→+punch



Viking Ram: ↓↘→+punch



Viking Fling
→+Brutal Kick (in close)



Squeeze: →+Brutal Punch (in close)



Armpit Attack
↓↘→+kick



Valkyrie's Ride
← (charge for 2 seconds),
↙↓↘→+kick



Butt
Medium Kick (in close)



Flying Double Fist
↗, Quick Punch



Giggle Dive
↓ (charge for 3 seconds),
↑+punch



Double Jump
Hold ↑, press any kick
button at peak of jump



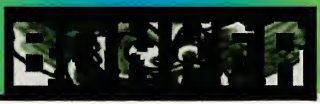
Throw
→+Brutal Kick (in close)



Giggle Kick
←↙↓↘→+kick



Three Stooges Eye Poke
→+Brutal Punch (in close)





Clay model by Danger Productions



Flying Pie
↓↘→+punch



Low-Flying Pie
↓↘→+Kick



Squirting Flower
←↙↓↘→+punch



Cutting Cartwheel
← (charge for 2 seconds),
→+punch





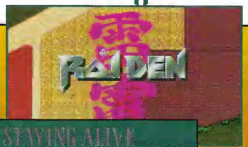
Tips & Tricks

RAIDEN

SUPER STRATEGY GUIDE

BY JOE SOUSA (Courtesy of Atari Corp.)

Blast your way through eight levels of this terrifying shooter for the Atari Jaguar!



TIPS ON COLLECTING POWER-UPS

The laser beam is the most useful weapon in the game. To obtain the laser beam, collect the blue power-ups. To find the power-ups, you must destroy the ships that release power-ups. The power-up ship is the one that appears at the beginning of Level 1 right after the three jetcopters on the beach scene. These ships also appear at regular intervals in all levels. If you destroy this ship, the power-up will be released.

The power-up will be either red or blue in color. If the ship releases a red power-up, wait for a few seconds, and it will turn blue. The power-ups cycle from red to blue. The more blue power-ups you collect, the more powerful your laser will be. This is true of the red power-up also. Collecting consecutive red power-ups will give you a more powerful machine gun.

There are also missile power-ups. There are two types, direct fire missiles and homing missiles. These power-ups are hidden under crates that are located on most levels. The direct fire missile power-up is represented by a yellow "M," and the homing missile is represented by a green "H." The direct fire missiles are more powerful, but only travel straight ahead. The homing missiles are not as powerful, but they seek out and destroy the enemy. These work the same way that the red/blue power-ups work. If you collect only homing missile power-ups, you will receive more and more powerful homing missiles. The same is true of direct fire missiles. There is also a bomb power-up that the power-up ships will sometimes release. These add to your collection of bombs; they do not make the bombs you currently have more powerful.

Finally, there is the "P" power-up. This immediately transforms any weapon you have to its most powerful version. So, if you have a weak laser and weak homing missiles, you will have the super-laser and the most powerful homing missiles there are.



STAYING ALIVE

Don't fly your ship at the bottom of the screen; instead, try to stay about a quarter of the way up. This way, if anything tries to get you from behind, you will have time and room to maneuver around it. If you have a low-power weapon, try to collect the direct fire missile; if your weapon is very powerful, collect the homing missile. If you are surrounded by enemies, use a bomb and then move to the center of the bomb explosion. The explosion will shelter you from the enemy shots, as well as destroy any nearby enemies.

If you are being hassled by a particular enemy, try moving away so that it is off the screen. Enemies off the screen will not shoot at you.



TIPS ON COLLECTING BONUS ITEMS

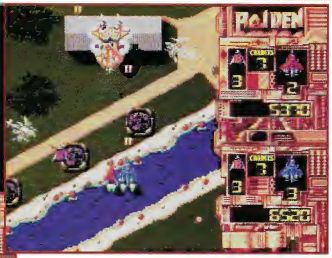
Throughout the game, there are many bonus items that can be collected during the course of the game. Medals, rings, rats and turtles. The medals and rings are hidden under the crates. They can also be found on some buildings and other strange places; just blast at everything and you might uncover some. The medals also have one other bonus feature: Not only are they worth 500 points when you pick them up, but, at the end of a level, any medals you have collected will be worth 1,000 points and will be multiplied by the number of bombs you have. The bombs are also worth 1,000 points on the bonus screen, so if you have ten medals and three bombs, you will receive 30,000 bonus points. The fairy is hidden in only a few levels and is very difficult to find. If you find her though, she is worth 10,000 points—so look carefully.



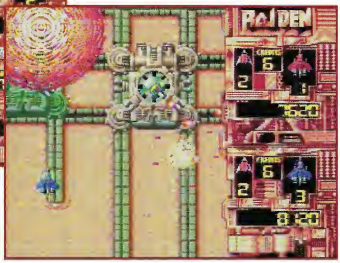
LEVEL 1 TIPS

Start by shooting the power-up ship at the beginning of the level; collect the power-up when it turns blue. Shoot open the crates nearby and collect the direct fire missile power-up. Shoot the large, green airplane ships that fly down from the top of the screen; if you do not destroy them on the way down, they will come back from the bottom of the screen and travel up, usually smashing into your ship from behind. Don't be afraid to use your bombs, especially at the two large, green tanks before the river.

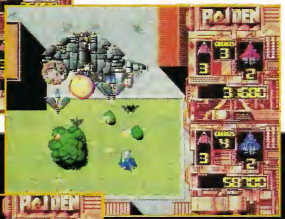
When you reach the end bosses for Level 1, concentrate on killing one boss at a time, if possible. Try to position your ship so that only one boss is on-screen at a time. This will keep the other boss from shooting at you, and will help you concentrate better.

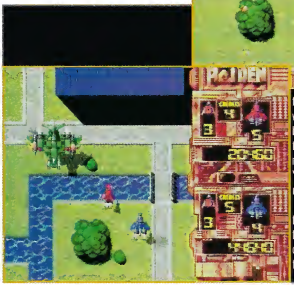












LEVEL 2 TIPS

Keep the laser and start working on collecting homing missiles. Level 2 is a great level for building up weapons, because there are a lot of power-ups on this level. Watch out for the small airplanes that fly in formations of three—they will try to ram you. After you cross the first set of railroad tracks, there will be large, green airplanes; destroy them before they go off-screen. Otherwise, they will come back from the bottom of the screen and ram you from behind. At the second set of railroad tracks, there will be a swarm of robotic wasp-looking ships. At this point, it is more helpful to have the machine gun than the laser, so just before this section it is helpful to collect the red power-up. You can collect the red power-up from a power-up ship that appears just before you reach the railroad tracks.

After you make it through the swarm, you will face the end boss. This boss releases more of these robotic wasps, so the machine gun is still useful. To destroy the boss, start by shooting the tips of his wings off. After you do this, avoid the wasps and keep shooting at the body until he catches fire. When he catches fire, he will start shooting. You can drop some bombs on him or try to avoid his shots and keep shooting him until he is destroyed.

LEVEL 3 TIPS

The easiest way to finish Level 3 is to stay in the middle of the screen. Don't go looking for enemies, because, even though this level looks easy, looks can be deceiving. About halfway through, a large boat will come on the screen from the right-hand side. This boat will release the small gunboats; destroy it quickly by shooting at the engine in the middle of the boat. After this, another boat will come on-screen from the left. Destroy this also, because, right after the first boat appears, there will be two large, green airplanes that fire a spread shot that can be hard to avoid while also trying to avoid the boats. A bomb dropped on all these enemies would be very useful at this point.

When you reach the end boss, there a four turrets that open and close while shooting you. Kill these before you have to deal with the end boss. After you have destroyed these turrets, destroy the large engine that is at the bottom-middle of the end boss. Once this is destroyed, collect the "P" power-up to boost your weapon up to the maximum. Shoot at the turrets that pop up on the boss. When all of these turrets have been destroyed, the boss will start to explode—but he is not dead yet. At this point, he begins to fire at you from cannons. Destroy the cannons if you can, and use bombs if you have to. After the cannons are destroyed, he will fire at you from the top of his ship. You are now very close to killing him; just keep shooting and you will have it.





LEVEL 4 TIPS

At the beginning of this level, there are a few green enemies that look like a large accordion. These can be tough, so avoid them if you do not have much weapon power. Fly over the water, being careful to avoid the floating gun turrets. After the water sequence is past, there are two large, five-turreted tanks that travel up dirt tracks. If you are having trouble killing these tanks, try moving your ship all the way to the right side of the screen, so that only one tank is on the screen. This way, you can concentrate on one tank at a time. You can do this because enemies off-screen will not fire at you. After you pass these two tanks, you will reach the red eye building. This building holds two power-ups that you can release by shooting the eye in the building.

When you reach the end boss, kill the two smaller extensions of the end boss on the right and left of the main boss. Once you do this, you can concentrate on killing the end boss. Line up right in front of him, and fire away. When the boss starts to fire at you, move to the side and drop a bomb on him. Continue firing at him and dropping bombs until he dies.





LEVEL 5 TIPS

There are a lot of flying jetcopters on this level, so the best weapon to have would be the machine gun, to give you the maximum amount of cover. Stay in the middle of the screen on this level, because you will have plenty of enemies shooting at you from behind.

When you reach the end boss, it is best to have the laser, so, if you can, grab the laser just before you reach the end. An ideal spot for this would be the bridge with tanks lined up on it. Just before this bridge there is a power-up ship; shoot it and collect the blue power-up. The secret to killing this end boss is to kill it fast, so that he does not release his spinning disks. Once the disks are out, it is much more difficult to destroy the boss. Start by dropping a bomb on the boss; while this is happening, shoot off his wings. After you have shot the wings off, drop another bomb and keep shooting the boss, even during the bomb explosion. Continue this until you kill him.

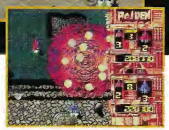


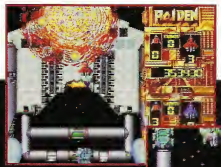


LEVEL 6 TIPS

This is the first space level, and it begins with a meteor shower. Shoot the power-up ship that appears early on and grab the red power-up. Avoid the meteors as best you can until you reach land. Here, you will encounter small, quick ships that do their best to ram your ship. It is very helpful to have full machine guns and full homing missiles for this level. When you reach a point on the level when you see what looks to be a satellite in a crater, immediately move up on the screen if you are at the bottom of the screen. This is because a large flying ship is now moving up behind you. Stay in the middle of the screen for the remainder of this level, because there is another of these ships that comes from behind.

When you reach the end bosses, the secret to killing them is proper bomb placement. Drop your first bomb to the left of the bottom boss once he starts to move. If done correctly, this bomb will affect both bosses. Once the bomb goes off, move to the top-right corner, because there are meteors that will fly up from behind you. Once the bomb ends, drop another right in between the bosses as they cross. If done correctly, this will almost certainly kill both bosses; if not, one more bomb when they cross again will be necessary.





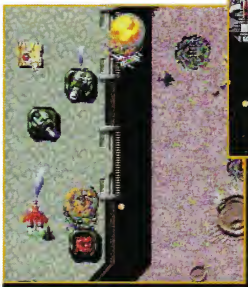


LEVEL 7 TIPS

Level 7 is the most difficult level in the game. You are constantly attacked by flying enemies that try to ram or shoot you, and there are crab-type enemies that crawl along the framework of the spaceship on this level and shoot at you constantly. The best way to survive this level is to have the most powerful machine gun, along with the most powerful homing missiles. If you don't have either of these, drop a lot of bombs, or try to hide along the sides of the screen.

When you reach the end boss, drop a bomb immediately. Shoot at the boss while the explosion is happening. Keep dropping bombs and keep shooting; there is no real trick to destroying this boss.



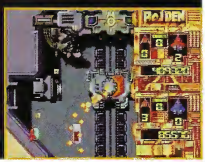




LEVEL 8 TIPS

The laser beam is definitely the weapon of choice in Level 8, the last level of the game. If possible, having homing missiles here is a great help also. Try to stockpile your bombs, too; you will need them for the tough final end boss.

When you get to the end boss, don't drop bombs on him while his armor is being loaded on him, because it will do no good. Wait until the boss has been completely loaded and is at the end of his track. When this happens, drop a bomb on him and start shooting. Don't shoot at the boss, but shoot at his individual pieces of armor. Once you have blown all those pieces up, concentrate on the boss or any pieces that are flashing red. The best thing to do at this point is to stay at the edges of the screen and try to avoid the boss' shots. When you get a chance, move in and drop another bomb, and then shoot while the bomb explosion is on-screen. Keep this up and you will defeat the boss and win the game!





Super Cheats!

You'll need two controllers to access this special cheat mode in Atari's highly visual shooter, Start by pressing 1, 1, 9, 3 on Controller 1 at the title screen. (11/93—get it? It's "Trevor's birthday.") Once that code is in place, start the game and you can enter all sorts of special cheats by pressing the following buttons on Controller 2:

- **Press A on Controller 2 to speed up the foreground graphics.**
- **Press B on Controller 2 to slow down the foreground graphics.**
- **Press C on Controller 2 to fire the current special weapon without using it up in your inventory.**
- **Press 4 on Controller 2 to become invincible.**
- **Press OPTION on Controller 2 to warp immediately to the beginning of the next stage!**



Enter 1, 1, 9, 3 at the title screen.



You can change the speed of the foreground with A and B on Controller 2.



Press C on Controller 2 to fire unlimited special weapons!



Press 4 on Controller 2 to become invincible.



Press OPTION on Controller 2 to skip to the next stage!

Atari Jaguar



Hold PAUSE and press Left or Right to change the rotation of the Jaguar cube.



Hold PAUSE and press Up or Down to change the size of the Jaguar cube.

Title Screen Tricks!

Jaguar owners may not know this: At the introductory Jaguar screen, you can hold the PAUSE button and press Up or Down on the D-pad to change the size of the spinning Jaguar cube. Press Left or Right on the D-pad while holding PAUSE to change the speed and/or direction of the rotation.



Secret Warps!

There are three different "warps" in the 8-bit version of Tradewest's action-packed beat-'em-up—each one can be accessed through the Character Select screen.

- For the Standard Warp, pick a character and press and hold **Up+A+B+START** until the game begins; this starts you with five lives instead of three.
- For the Super Warp, press **B**, **A**, **Down**, **B**, **Up**, **Down** at the Character Select screen. Pick a character, and you'll be sent to the Super Warp screen to choose a starting level through Stage 5-2. You'll also start the game with five lives instead of three.
- For the Mega Warp, press **Down**, **Up**, **Up**, **Down**, **A**, **B**, **B**, **A** at the Character Select screen. Pick a character, and you'll be sent to the Mega Warp screen to choose a starting level all the way through Stage 7. You'll also start the game with ten lives instead of three.

Please be aware that these secret warps won't allow you to see the game's "true" ending; when you beat the Dark Queen, you'll be told that you cheated and that you should try to beat the game without the warps!



Enter one of the secret warp cheats at the Character Select screen.



Hold **Up+A+B+START** to start with five lives.



Press **B, A, Down, B, Up, Down** for the Super Warp.



Press **Down, Up, Up, Down, A, B, B, A** for the Mega Warp.



Start at any stage with extra lives in reserve!

Stage Select!

To start at any stage in Konami's *Batman Returns* for the NES, enter the following password: **Y*31 21 3191 11**

Then, when the screen displays the name of the first stage (Stage 1-1, "Gotham City Plaza"), simply press **Left** or **Right** on Controller 2 to change the starting stage. With this password in place, you can use Controller 2 to warp to different stages at any time during a game.

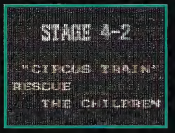




Enter the password **Y*31 21 3191 11**.



Then, when the first stage title appears....



...press **Left** or **Right** on Controller 2 to change the stage number.



Warp to any stage at any time!

MORTAL™ KOMBAT

Play as Goro!

Acclaim's portable *Mortal Kombat* may be the only version of the game that allows you to control the four-armed mutant, Goro...so listen up, because it's not easy to do:

First, you have to defeat Shang Tsung and win the game. (See, I told you it wasn't going to be easy!) Watch the credits roll by and wait for the words **"THE END"** to appear. Point the control pad to the **Upper Left** position and hold it there, and hold the **SELECT** and **A** buttons as well. Continue to hold those buttons down until the screen fades and the words **"ENTER YOUR INITIALS"** appear on the screen.

Next, input your initials and press **A**. When the the high score table appears, press **START**; you'll get a screen that reads, "Goro lives...as you!" Congratulations; you've just discovered a hidden version of *Mortal Kombat* where you play as Goro and all of your opponents have been given new names!



Beat the game and wait for the credits to end.



Hold **Upper Left+ SELECT+A** until the next screen appears.



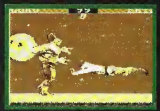
Next, enter your initials and press **A**.



Then press **START** at the high score table.

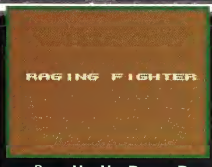


Who...me?



Play the game as Goro!

Character Vs. Same Character



This Konami fighting game doesn't allow you to battle against the same character—unless you enter one of the following "Konami Code" variations at the *Raging Fighter* title screen. You'll hear a chime to indicate that the code is in place Check 'em out:

- Press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **B**, **B** to play against the same character (same color) in the one-player game.
- Press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **B**, **A** to play against the same character (alternate color) in the one-player game.
- Press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **A**, **A** to play against the same character (same color) in the two-player game.
- Press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **A**, **B** to play against the same character (alternate color) in the two-player game.



Enter one of the codes at the title screen....



...to activate the "player vs. same player" option.



You can fight against your exact twin....



...or an alternate-color duplicate.



Ending password

To skip the entire game and watch the ending sequence of Sega's *Super Monaco GP II* with full credits, simply choose the "World Champion" mode and enter the password "CHAM-PION".



Enter **"CHAM-PION"** as your password.



The ending scenes include cool digitized photos.

Level Select!



Try this handy cheat to skip through Sega's Game Gear version of *Lemmings*; you can start on any stage without the use of passwords!

First, turn the game on. When you see the lemming pulling the Sega logo on a cart, hold buttons **1** and **2** while rotating the control pad in a clockwise direction. After about three rotations, you'll hear a "boink!" sound to indicate that the cheat is in place.

Next, choose "New Level" at the main title screen. Instead of the standard password-entry menu, you'll get a credit screen with a stage-select option at the bottom; just press **Left** or **Right** on the control pad to choose a starting stage!



Hold **1+2** and rotate the control pad three times.



When you hear the "boink!", you're in cheat mode!



Choose "New Level" to access the level select.



Press **Left** or **Right** to change the stage number.



You can play any stage without passwords!

Shootout Mode



Choose **"World Cup"** from the main menu in *Tengen World Cup Soccer* and select the **"Password"** option. Change the first two letters of the password to **"PK"**, then press the **1** button. When you return to the main menu, choose **"Exhibition"**. Pick your teams and you'll enter a **shootout** game.



Choose **"World Cup"** to select **"Password"**.



Enter **"PKAA...etc."** and press **1**.



Now choose the **"Exhibition"** mode....



...to enter a shootout game!



Codes for use with Galoob's Game Genie Video Game Enhancers

Blaster Master 2 (Sunsoft for the Genesis)

BVLT-JA5Y—Protection from most hazards (*Not* in top-view mode)
B4FT-GA3G—Infinite shields
SCBT-GA5E—Infinite lives (*Not* in top-view mode)

Mortal Kombat (Arena for the Genesis)

AC7T-AAA2—All throws do no damage
ABNT-CABN—Activate "blood code"
AKXA-AA22—Always get "Flawless Victory" bonus

Sonic Spinball (Sega for the Genesis)

AF8T-5N7G—Start on Level 2: "Lava Powerhouse"
AK8T-5N7G—Start on Level 3: "The Machine"
AP8T-5N7G—Start on Level 4: "Showdown"
AX8A-4A4T—Infinite lives
3J9A-4CHR+3J9T-4CAA—Extra life about every 30,000,000 points

Disney's Aladdin (Sega/Virgin for the Genesis)

RGJB-Y6Z8—Infinite lives
ATCB-0A24—Invincibility
ATBV-0A5L—Infinite apples

Street Fighter II Turbo (Capcom for the Super NES)

DD75-8460—Hard special moves become light
DE35-1FAD—E. Honda's hard Sumo Head Butts are faster
D63B-C70D—Sagat's hard Tiger Uppercut goes farther

Mortal Kombat (Acclaim for the Super NES)

D961-14DD—Start on Match Six
FF66-3DD4+DD66-3D04—Each round lasts only ten seconds
7A28-C534—Liu Kang's head blow does more damage

Super Star Wars: The Empire Strikes Back (JVC/LucasArts for the Super NES)

6DE9-47AF—Infinite Thermal Detonators
483F-376F—Almost invulnerable (makes some enemies invincible; switch off to defeat them)
6D23-47F9—Start with all force abilities

Shadowrun (Data East for the Super NES)

6DAE-4FA7+FFAE-44D7—Everything is free
CEEF-4DDD—Don't subtract karma for shooting people
8E69-3DA4—Don't subtract spell points

Secret of Mana (Square Soft for the Super NES)

8208-776D—Protection from most hits (SWITCH OFF TO KILL ENEMIES)
CE5F-5767—Items in the shop at Potos are free if you have enough money to buy them
9C06-85AD—Wisdom for level 16 is 90

Ultima: Warriors of Destiny (FCI for the NES)

YNSXEZGE—Start new game with 32,713 gold pieces instead of 1,225
LAOZLPAG—Sell short sword for 2,848 gold pieces instead of 20
PAOZAPAE—Sell dagger for 2,305 gold pieces instead of one

Star Trek: The Next Generation (Absolute for the NES)

OUXTPYOP—All systems immune to damage (shields down)
SXUVTNSE—All systems immune to damage (shields up)
AAOXPOKT—Phasers fire for longer

Kirby's Adventure (Nintendo for the NES)

AOVXIYGA—Start with 17 lives
YKNZZNYX—Start with more energy
SZEPSVSE—Infinite energy

Jurassic Park (Ocean for the NES)

GZUXXKVS—Infinite ammo on pick-up
PAVPAGZE—More bullets picked up from smaller dinosaurs
ATVGZOSA—Immune to most attacks

Bram Stoker's Dracula (Sony Imagesoft for the NES)

NUNTZUKU—Infinite lives
SUXLISVS—Almost infinite energy
AEVGPPPA—Infinite time

Speedball 2 (Mindscape for the Game Boy)

99D-CDB-F7A—Get lots of money
FAA-E4C-4C1—Infinite money
00E-D99-3BE—No timer

The Legend of Zelda: Link's Awakening (Nintendo for the Game Boy)

FA0-999-4C1—Infinite energy
FAF-BDA-4C1—Items are free if you have enough rupees to buy
054-EE9-E6E—Get five rupees for each single rupee picked up

Joe & Mac (Takara for the Game Boy)

002-37D-E6E—Infinite lives
FAB-E9C-4C1—Infinite energy
3EA-89F-6E9+02A-8AF-7FD+E0A-8BF-2A9—Start on level three

Mortal Kombat (Arena for the Game Gear)

063-7B4-C4E—Each round is 69 seconds
023-7B4-C4E—Each round is 29 seconds
00B-40C-3BE—Infinite time
004-2D6-19E—Infinite credits
DEB-9F6-5D3—Blood
003-48B-F79—Player 1 is invincible
240-BFD-C4B—Player 1 starts with 1/2 health
240-C5D-C4B—Player 2 usually starts with 1/2 health
20B-06F-F7A—Punches do more damage
2CB-26F-C42—Most kicks do more damage
30B-86F-C42—Foot sweeps do more damage
30B-2EF-D5A—Flying punches do more damage
33B-56F-A2E—Uppercuts do more damage
2AF-237-D5A—Throws do more damage
2BB-76F-F7A—Sonya's leg grab does more damage
2BB-66F-F7A—Scorpion's harpoon does more damage
2BB-6EF-F7A—Rayden's flying thunderbolt does more damage
2BB-4EF-D56—Johnny Cage's shadow kick does more damage
37B-36F-D52—Some other special moves do more damage
01B-C9A-E6A—Start on match 2
02B-C9A-E6A—Start on match 3
03B-C9A-E6A—Start on match 4
04B-C9A-E6A—Start on match 5
05B-C9A-E6A—Start on mirror match
06B-C9A-E6A—Start on enduro match 1
07B-C9A-E6A—Start on enduro match 2
08B-C9A-E6A—Start on enduro match 3
09B-C9A-E6A—Start on match with Goro
0AB-C9A-E6A—Start on match with Shang Tsung
02B-E1A-F76—Start with one credit
06B-E1A-F76—Start with five credits
08B-E1A-F76—Start with ten credits



Codes

For use with Datel's Pro Action Replay Game Busting Cartridges

Disney's Aladdin
(Sega for the Genesis)

FFEFF-A0008—Unlimited energy
FFEFE-10037—Unlimited apples
FF7E3-C0033—Infinite lives
FFEFE-30039—Always have nine gems

Batman Returns
(Sega for the Genesis)

FFFE3-1002C—Unlimited energy
FFFCC-80002—Unlimited gliding ability
FFFE3-20007—Unlimited lives
FFFE3-40009—Unlimited Batarangs
FFFE3-50003—Unlimited smoke bombs
FFFE3-80003—Unlimited swarm of bats
FFFE3-70003—Unlimited grappling gun
FFFE3-80003—Unlimited Super-Seeking Batarangs

Street Fighter II Turbo
(Capcom for the Super NES)

7E05-30B0—Infinite energy for player 1
7E07-30B0—Infinite energy for player 2
7E18-F399—Stops the timer
7E05-4C22—Player 1 burns when hit
7E07-4C22—Player 2 burns when hit
7E05-2D22—Player 1 has low jumps and special moves
7E07-2D22—Player 2 has low jumps and special moves
7E05-D001—Player 1 only needs to win one round (turn Action Replay on before the stage and then off before killing the opponent)
7E07-D001—Player 2 only needs to win one round (turn Action Replay on before the stage and then off before killing the opponent)
7E05-E609—Fast fireballs and Sonic Booms for player 1
7E07-E609—Fast fireballs and Sonic Booms for player 2
7E05-C609—Stops the counter on the continue screen if player 1 is killed
7E07-C609—Stops the counter on the continue screen if player 2 is killed
7E05-B300—Player 1 cannot be dazed
7E07-B300—Player 2 cannot be dazed
7E05-D300—Autofire for player 1
7E07-D300—Autofire for player 2
7E05-EA00—Allows player 1 to do special moves in the air
7E07-EA00—Allows player 2 to do special moves in the air
7E05-DC00—Player 1 is always in Turbo colors
7E07-DC00—Player 2 is always in Turbo colors

Final Fight 2
(Capcom for the Super NES)

7E10-7900—Player 1 can kill most enemies with one hit (but weapons and throws won't work)
7E11-3100—Player 2 can kill most enemies with one hit (but weapons and throws won't work)

Super Tennis
(Nintendo for the Super NES)

7E00-EF00—The computer can't hit the ball

Prince of Persia
(Konami for the Super NES)

7E05-0B00—Most enemies will die as soon as you walk into the room; you don't even have to hit them!

Super Mario World
(Nintendo for the Super NES)

7E0D-C205—Press **SELECT** to release an extra life from the power-up box
7E0D-C20E—As above, but the power-ups keep changing

Disney's Aladdin
(Capcom for the Super NES)

7E03-6433—Infinite lives
7E03-6937—Infinite apples
7E03-6708—Infinite energy
7E03-6E01—Start the game with the apple
7E03-6E99—Start the game with white gems

Bubsy
(Accolede for the Super NES)

7E00-DF50—Infinite time
7E02-0D08—Infinite lives
7E00-A304—Invincibility
7E00-A206—Shadow (you cannot be seen by the enemy)

Tiny Toon Adventures: Buster Busts Loose!
(Konami for the Super NES)

7E08-97FD—Jump off screen
7E00-6A99—When you pick up a star you get an extra life
7E00-B4FF—Walk through the baddies to kill them
7E00-0AXX—Varies the speed of the ball in Furball's squash
7E1A-06XX—Alters the time in squash—keep the switch active for infinite time
7E1A-2C00—Infinite time for Hampton pig (variable)
7E1A-023A—Infinite time for Babs (variable)
7E00-B000—Moonwalkin' Buster! He slides around. Change the last two digits to make him go invisible when moving. If he gets hit, deactivate and then reactivate the switch
7E000-9C0A—Gives maximum of ten bits of heart
7E00-68XX—Replace X for level select
7E00-B6A0—You don't play the bosses when used with below two codes
8E00-8E04—Use with codes above and below
7E00-BFA0—Use with above two codes

Mortal Kombat
(Acclaim for the Super NES)

7E04-BD58+7E04-C158-7E04-B9A1—Infinite energy, player one
7E04-BF58+7E04-C358-7E04-BBA1—Infinite energy, player two
7E03-F4FF—Turbo speed for player two

Prince of Persia
(Domark for the Game Gear)

00C2-9203—Invulnerability (except for instantly fatal falls and blows)
00C2-983B—Unlimited time

Batman Returns
(Sega for the Game Gear)

00C0-2103—Unlimited lives
00C1-590A—Unlimited energy
00C0-1F02—Unlimited special items

Alien³
(Arena for the Game Gear)

00C4-2403—Infinite lives
00C4-6A55—Infinite energy
00C4-2763—Infinite machine gun
00C4-2903—Infinite flame
00C4-2D0F—Infinite hand grenades
00C4-7903—Infinite time

Tetris
(Nintendo for the Game Boy)

0C0C-13C2—Makes the square block appear every time

Mortal Kombat
(Acclelm for the Game Boy)

030X-40D6—Stage select (replece X with a number from 0 through 9 or A)
0464-7FD6—Stop the timer
081F-95D6—Unlimited energy, player 1
081F-96D6—Unlimited energy, computer

Ster Wars
(Capcom for the Game Boy)

0103-92FF—Infinite lives
0108-5BCA—Infinite energy
050A-A3CA—Infinite continues

Kid Dracula
(Konami for the Game Boy)

0004-C8C8—Unlimited hearts/health
0003-C3C8—Infinite lives
000X-C2C8—Sub-level select. Replace X with 0-4
000X-C1C8—Level select. Replace X with 0-7

The Jaguar 64-Bit System.

You want power? How about 100 times more power than 16-bit systems.

Color graphics? You think 16.7 million colors will hold you?

Maybe you're looking for fast, real-world animation? Tell you what. You better have a strong stomach.

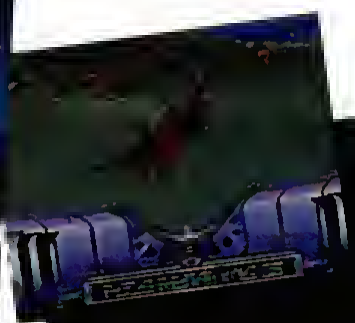
Cuz this is Jaguar™ And this ain't no toy.

We're talking 64 bits of power and 3-D animation. As in three dimensions. As in this stuff is real. You're not just pretending to fly a plane. You are in the cockpit. You are dodging bullets and bombs and mountains and bridges. And you are sweating.

You've also got CD-quality sound to deal with, and arcade-quality games that are so multi-layered and deep you may never find your way out. Not to mention the 17-button controller that gives you so many ways to annihilate your enemies, you'll never have to kill one the same way twice.

Jaguar 64-bit. Power. Speed. Control. Sweat.





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– Diehard Game Fan

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Do you know where your pods are?

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The evil Pemitia Empire has the ultimate weapon: robotic technologies that can rebuild themselves. The good news is your forces had new weapons designed. The bad news is your scientists were seized by the enemy and sealed into pods along with vital supplies and information.

As pilot of Cybermorph Transmogriffon, a prototype morphing attack craft, you must recover the pods so the resistance fighters can halt the Pemitia Empire's sinister march toward galactic domination.

Cybermorph is packed in every Jaguar 64-bit system and packed with intense 3-D texture-mapped graphics, CD-quality sound and real-time, real-world action that'll help you explore 50 separate worlds of canyons, valleys, vortex towers, force fields, power stations and fast-flying hostile enemies aiming to blow you away.

Fire Good. Losing Bad.

EVOLUTION: DINO DUDES™

You're the proud leader of the Dino Dudes, and it's up to you to guide a hairy gang of Cro-Magnons to the top of the food chain.

On your prehistoric journey you'll discover fire, weapons, and The Wheel. You'll battle dinosaurs and rival tribesmen, and do everything you can to avoid becoming an endangered species.

Evolve or die, dude.



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Mother Earth has fallen to deranged, militant aliens. As pilot of the Raiden Supersonic Attack Fighter, it's up to you and you alone to mount a daring counter attack.

Rip through enemy lines, torch Gatling units with your homing missiles, blast ammo-laden cargo trains with nuclear-powered bombs, and teach these galactic pirates why nobody messes with your planet.

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THE NAME IS MCFUR. TREVOR MCFUR.

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The Crescent Galaxy has fallen and it's up to you, Corporal Trevor McFur, to return the planet Cosmolite to its citizens.

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Rapid 3-D renderings and a variety of special weapons will make this interplanetary struggle one of the most formidable space adventures this side of the universe.



JAGUAR™

64-BIT GET BIT.

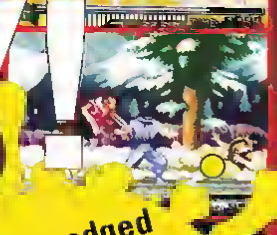
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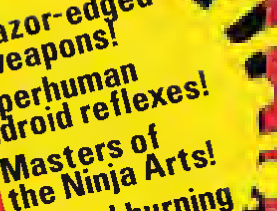
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